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N64 Gamer

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EPISODE I

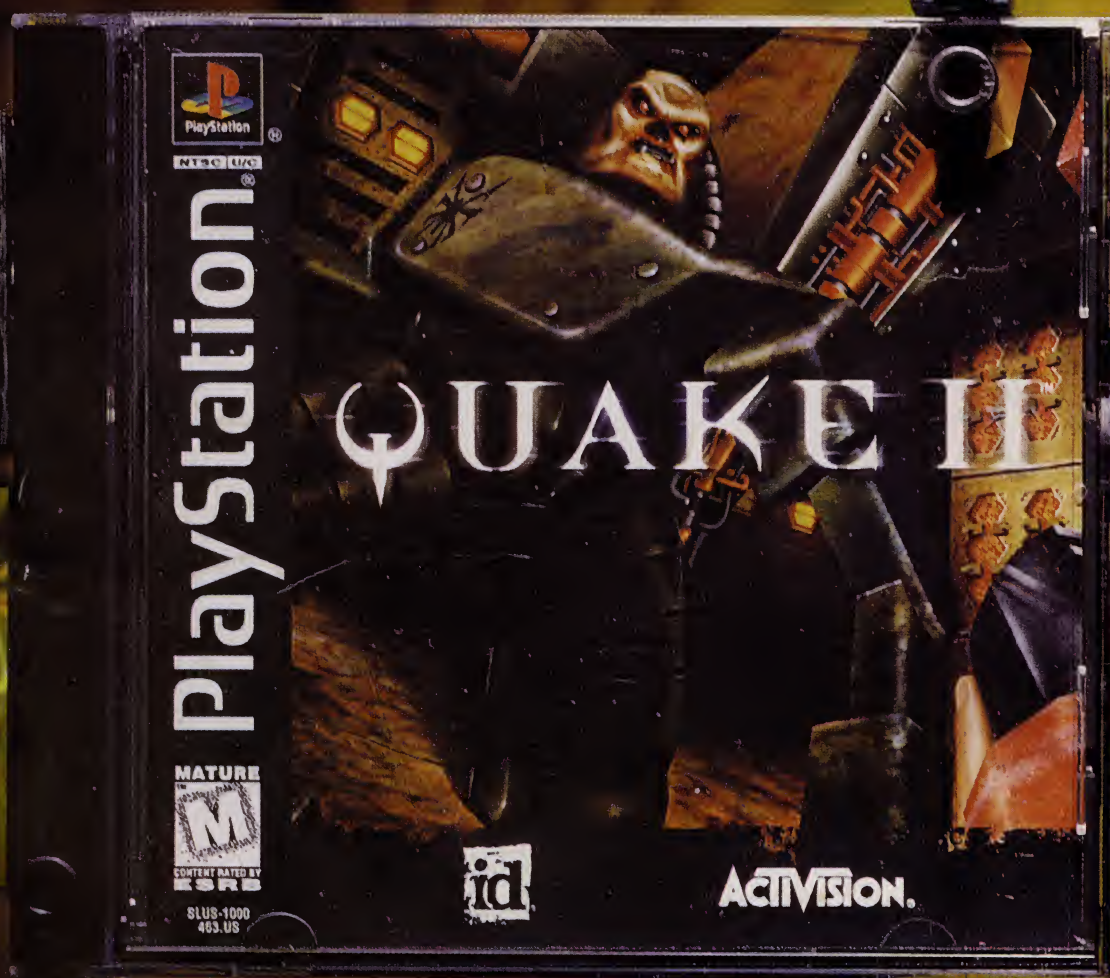
Full review of this incredible racer

next gaming



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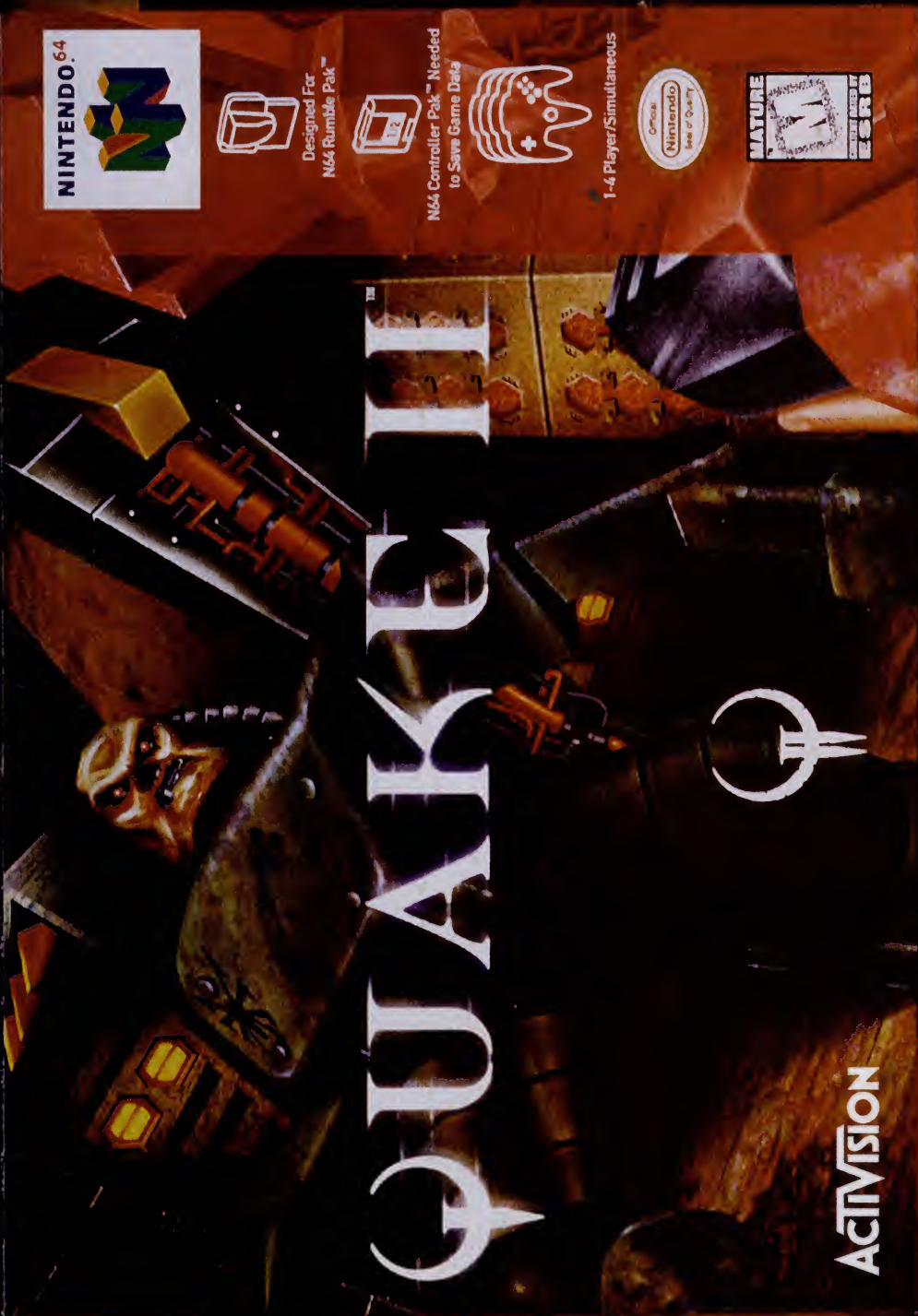


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REGULARS

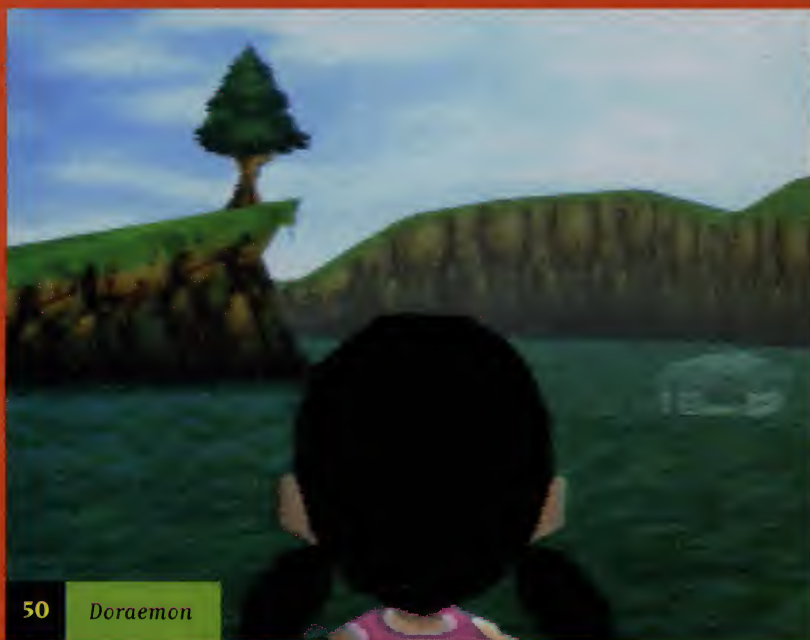
- 7 **News** The popular PC shooter, Daikatana heads to the N64; Mickey Mouse appears in his first N64 title by those legends at Rare; Ridge Racer finally screams onto the N64 and there're plenty of sequels coming; Blitz 2000 and Madden 2000 ensure that football fans are happy.
- 14 **Subs** This month you can subscribe for cheaper copies of N64 Gamer and be in the running to win copies of Acclaim's nasty new wrestling game, WWF Attitude.
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- 20 **Mr Badass** If you're stuck in a game or you think you've found a secret he may not have found, then send them in to this gaming man of steel.
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89 **Buyers Guide.** So you just wasted \$100 on Golden Nugget? Well, save yourself the future aggravation and check our Buyers Guide for bite-size reviews of all N64 games.



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Whoa!

Like Keanu Reeves in *The Matrix*, that's all I can manage to say after witnessing my first E3. The show was absolutely incredible.

Pushing past the thousands of people, I made my way into the first huge hall and just stared in awe, hypnotised by the thumping music and the ocean of flashing screens. Naturally, the Nintendo stand was the most impressive. They had a screen 15 metres long, constantly flashing up images of their games. I glanced at this, but my pace didn't slow. They had a life-sized version of Anakin's pod from *Star Wars: Episode 1*. I barely noticed.

I was running by now. I had seen the *Perfect Dark* logo hanging in the air, just behind the Donkey Kong Mountain, and nothing could get in my way. I nudged a few scrawny games journalists out of the way and picked up one of the pads. It took the *Perfect Dark* showgirls a little over two hours to pry me away from the game. It has the familiar style of *Goldeneye* but they've included a fantastic array of new weapons and managed to construct much more complex objectives that really get you into the experience.

If I had my way, the entire E3 report would be about *Perfect Dark*, with maybe a few pages on *Donkey Kong* and *Jet Force Gemini* up the back. Rare's games at the show well and truly cemented their position as the World's leading games developers. I will be counting the days until I get my hands on those carts.

As for our humble mag, I just wanted to welcome our newest member of the staff. Arthur Adam has signed on as our senior writer and with his previous experience as a private investigator, I'm sure you'll enjoy his wicked sense of humour just as much as we do.

Narayan Pattison

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SOCCER, THE REAL FOOTBALL



FANS OF ROUND BALL SPORTS will be delighted to know that ISS has competition in the sports genre. Probe's soccer game, with a working title of Acclaim Sports Soccer looks to have dropped the bells and whistles in favour of a complete symphony orchestra. This game is so packed full of features, they have to put magnetic shielding around the cart. With beautiful high-resolution

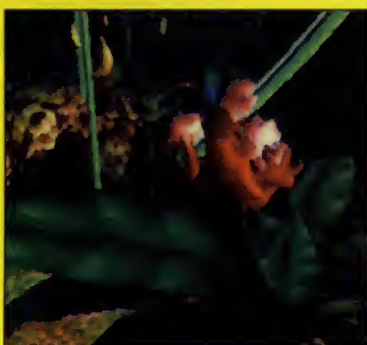
graphics, motion capture that gives the players smooth footwork, double volleys and banana kicks to dazzle the opposition, and a running commentary from BBC commentator Tony Gubba, ASS (my that's a rude acronym) promises to send other soccer games home with a 5-0 shellacking. Put yourself and three mates in the picture and you'll soon be running around your lounge room doing aeroplane impressions. Acclaim Sports Soccer will be centre kicking for a shot on goal towards the end of this year, so start practicing your "no hands" ball skills now.



SHORT 'N'SWEET

SHOW ME THE MONKEY

It's HARD not to go ape over everyone's favourite pair of simians evolving to 64-bit gaming. The screenshots released by Rare are positively breathtaking. The game will air for the first time at E3 - more news when our exalted editor returns from the exposition (the lucky bastard). Rumours abound that DK64 may hit our shores before next year.



N64'S WEAPON X

THE FIGHTING CROWN for the N64 is a prize yet to be won in the minds of many gamers. Developer Syrox is stepping into the ring with their

title, X-Men. Packed full of comic book action, we can look forward to getting our adamantium claws into this title mid 2000.

NIGHTS OF BLOOD

I REMEMBER BACK in '96 a rolling demo for the PC was made available by Interplay. It was Into the Shadows and it showed a brave knight in a beautiful 3D environment demonstrating his sword skills in swift fluid motions. His adversaries were also shown, mindless undead, intent on a meal of noble hero brains. This game was canned, and I was still scarred today...until now. Silicon Knights, the group behind Legacy of Kain are in the in the early stages of development for Eternal Darkness, a 3D medieval horror adventure. This game promises to sate the bloodthirstiness of splatterhouse horror fans, and should sit quite nicely on the shelf



beside Resident Evil 2 and Castlevania. There's nothing quite like wading through rank after rank of foul creatures, then sending them back to Hades with your righteousness. The game will be released "some time next year", so in the meantime, sharpen your broadswords and polish up that crucifix - you'll need them.

RIQA IS FANTASTIQA

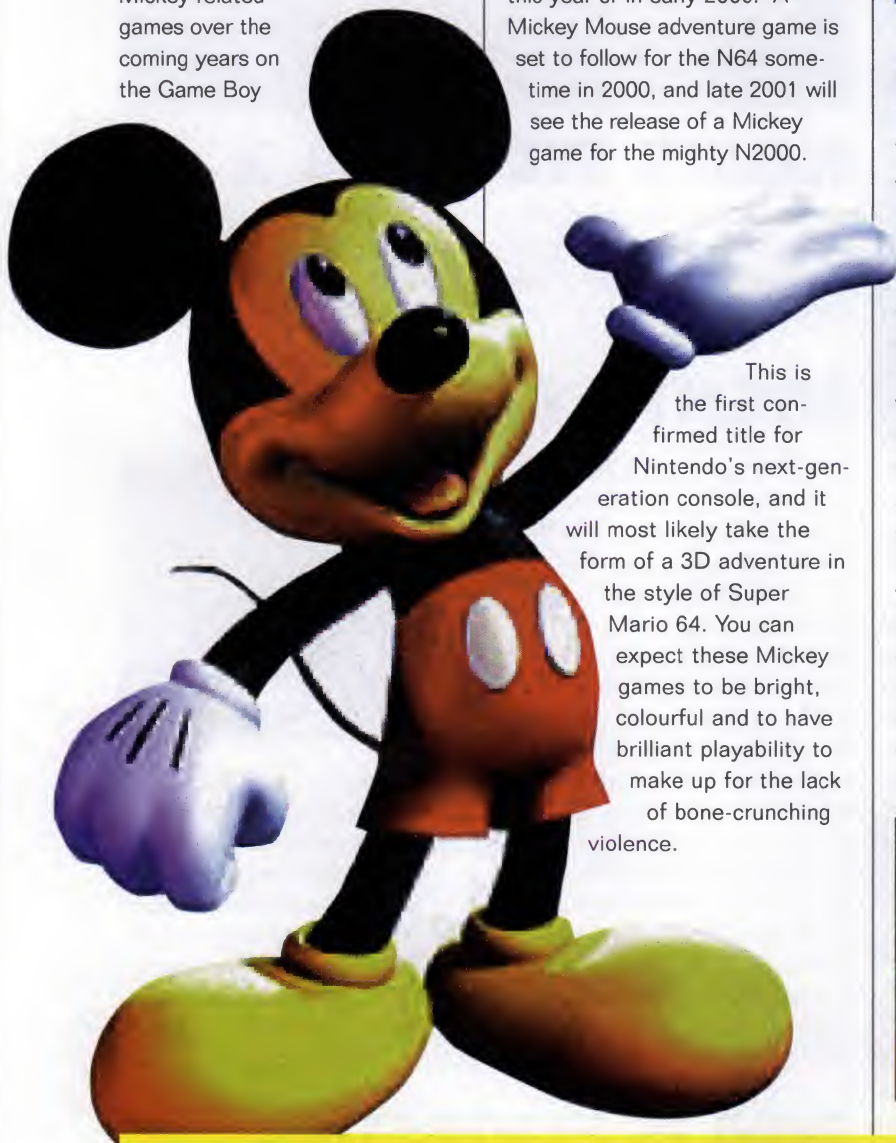
WITH EIDOS and their adventurous hussy Lara Croft completely barring the N64, Nintendo playing males have been without cheese-cake for quite some time. This will all change as Bit Studios teams up with Nintendo to deliver Riqa. I don't think anyone needs to be told to keep their eyes open for these shapely polygons. Riqa will surface next year, until then we can perve on...um...Zelda, I suppose?



TAKING THE MICKEY

THOSE OF YOU who think a game isn't complete without buckets of blood and assorted gore should probably skip this story. Nintendo has secured the rights to produce a number of games based on everyone's favourite rodent, Disney's Mickey Mouse. In fact, Nintendo will be releasing thirteen Mickey-related games over the coming years on the Game Boy

Color, N64 and even the N2000 (or Project Dolphin if you insist). So far three Mickey Mouse titles have been announced, and the good news is that they're to be developed by Rare. The first game is a Mario Kart-style racer starring Mickey, which is scheduled for release on the N64 late this year or in early 2000. A Mickey Mouse adventure game is set to follow for the N64 sometime in 2000, and late 2001 will see the release of a Mickey game for the mighty N2000.



This is the first confirmed title for Nintendo's next-generation console, and it will most likely take the form of a 3D adventure in the style of Super Mario 64. You can expect these Mickey games to be bright, colourful and to have brilliant playability to make up for the lack of bone-crunching violence.

SHORT 'N'SWEET

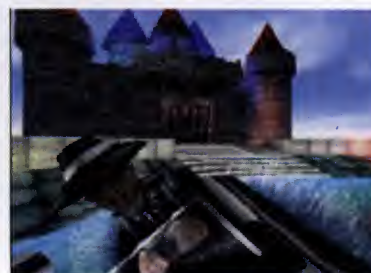
New third party developer for Nintendo

A breakaway group of ex-Capcom designers calling themselves Metro3D have banded together and signed on the dotted line to join the ranks of Nintendo third party developers. Could this mean some awesome 2D fighters for the N64? With Capcom's proven quality, Metro3D working for the big N can be nothing but good news for gamers worldwide.

MORE WACKY RACERS

THE GOOD PEOPLE at Interplay are working away on a power boat racing game entitled Wild Water World Championships.

The game involves a number of millionaires in wacky-looking speedboats who race each other to win large amounts of cash, which they can then use to upgrade their boats. To give you some idea of just how wacky and zany this game is, one of the characters looks like Frankenstein's monster and drives a boat resembling a coffin. Players can initially choose from eight tracks and ten characters, but secret tracks and characters can be unlocked by achieving certain objectives. WWWC also has an impressive range of game



modes, namely Adventure, Buoy Run, Time Trial, Head-to Head and Party. Party mode will allow up to four players to battle it out. Luckily, a variety of power-ups are scattered around the courses to assist in sinking the competition, and it is also possible to create a racer of your own. N64 owners are about to be inundated with cartoonish racing games, with Lego Racers, Looney Tunes: Space Race and even Mickey Mouse Racer scheduled for release over the next year or so. Nevertheless, WWWC will be making an appearance late this year or early next, and could have enough original touches to be worthwhile.



SHORT 'N'SWEET



PROJECT DOLPHIN MAKES A SPLASH

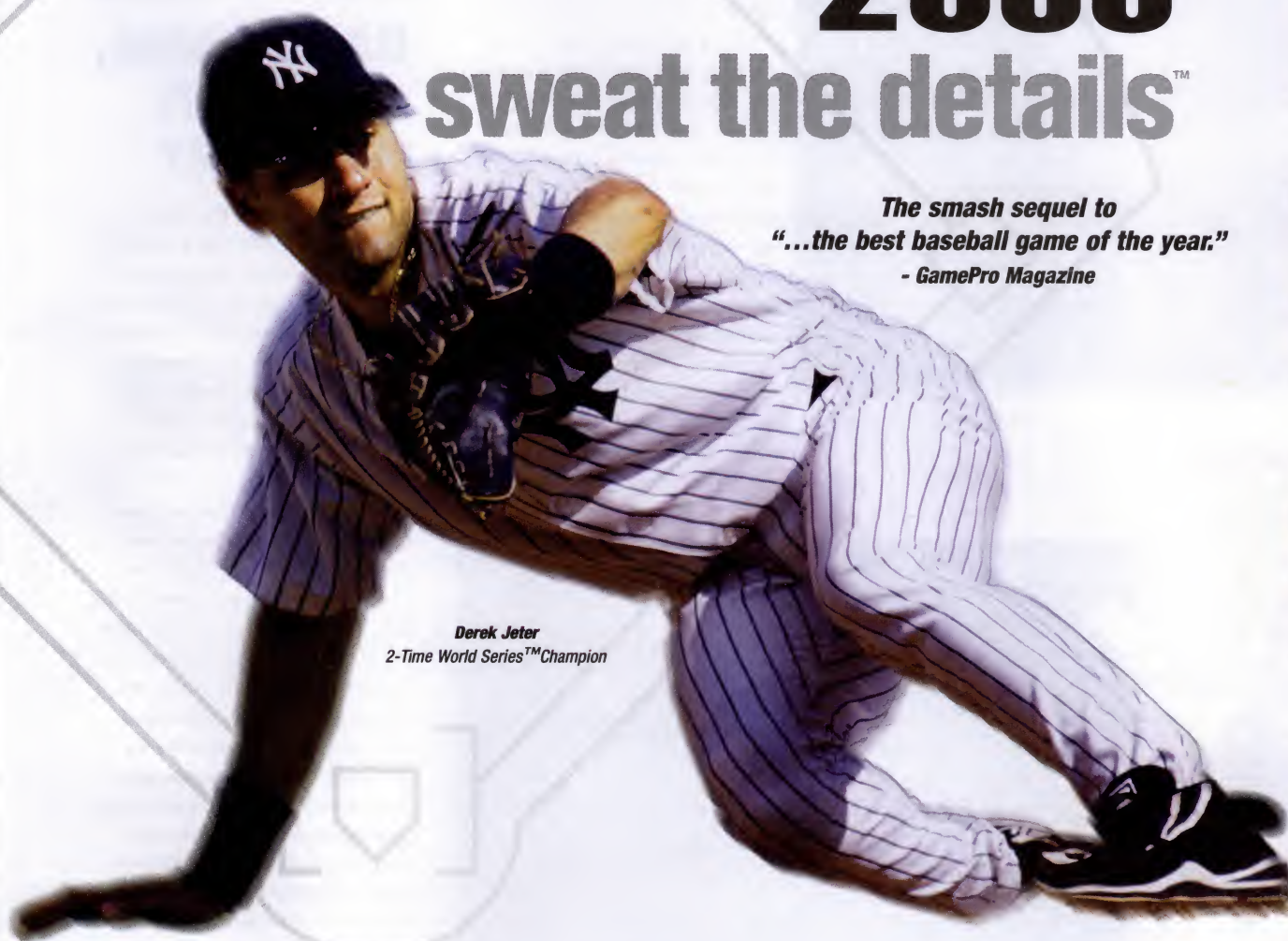
WANT SOME jaw dropping news? We've uncovered the specs for the Nintendo's next console, dubbed Project Dolphin. Nintendo will join forces with computer giant IBM and Matsushita for their next DVD based powerhouse. IBM have taken advantage of new copper

chip technology (much more efficient than the traditional stuff) to supply Nintendo with an earth shattering 400MHZ processor. The machine will be able to move a staggering 80 million polygons per second. Nintendo are also intent on making network game-play the way of the future,

Goldeneye anyone? Mario and Zelda are already underway and will steamroll any games in their path. With the ability to play movies and have internet access, it looks like Nintendo are bringing out their big guns and telling Sony to step aside. We'll keep you posted

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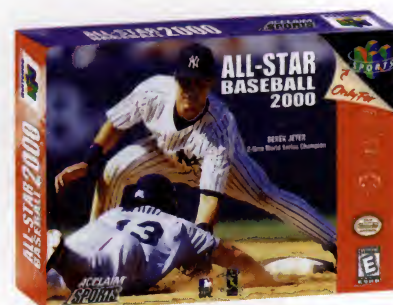
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WE'RE BEING INVADED BY THE 70'S!



smash, which is Space Invaders, is being brought to the N64 by Activision in all its 2D glory. Although the game will retain its original side-on view, obvious improvements will be made to make use of the Nintendo 64's abilities. Now the ships will be properly rendered polygons and some special explosion and lighting effects will be present. The game also looks pretty huge, with 100 levels of pure arcade blasting action in which you'll destroy fourteen new and original enemy craft. Other new improvements include colour based power-up icons so you know what you're upgrading to, and more graphically impressive weapons. The most used feature of this new game will undoubtedly be the 2 player co-operative mode like in the days of old. We'll keep you posted.



DAIKATANA, A HIDDEN WINNER?

DAIKATANA IS one of the most eagerly awaited PC third person shooter titles ever. The reason is that it is currently being produced by ex Quake and Doom programmer John Romero, and promises to be the diamond in the rough of its genre. How it will do this amongst the current competition will be anyone's guess, although it promises to utilise time travelling elements within the game, making playing environments, and enemies in particular, much more varied. The good news for N64 owners is that the game is scheduled to be released on the Nintendo. Although, judging by the delays that the PC game has suffered from, this might not be any time soon. Still the game is looking reasonable at this early stage and should include some interesting features besides the time travelling plot. Computer controlled allies, multiplayer modes, thirty-two different weapons and sixty-four monsters are just a few of the interesting features we can expect from Daikatana.

SHORT 'N' SWEET



Could the Rumours be true?

HUGE Japanese videogame magazine, Famitsu, has been sporting some mighty impressive rumours about a sequel to Super Mario 64. Apparently Miyamoto has been running around with an early version of the game boasting its new improvements, including more playable characters. Interesting considering that Miyamoto has denied working on the sequel for the whole of last year. Remember, where there's smoke, there's fire.

FOR THOSE NINTENDO OWNERS who have been looking for some retro arcade action, the wait may soon be over. The original arcade



NIGHTMARE



SHORT 'N' SWEET

ANOTHER NIGHTMARE

ACTIVISION HAVE RECENTLY announced that they will be releasing a sequel to Nightmare Creatures. The game will be set a hundred years after the first one, with three possible characters including an English secret agent, a priest and an occult specialist on the trail of the science teacher from Hell, Adam Crowley. The game will be spread over eighteen terrifying levels and contain over thirty demonic creatures to annihilate.

SHORT 'N' SWEET

FREE RADICALS

A MYSTERIOUS NEW DEVELOPER has just sprung up on the gaming landscape. The developer's name is Free Radical Design (FRD). Normally we wouldn't concern ourselves with such matters, but FRD is composed of a number of ex-Rare employees who were part of the Goldeneye 007 team. Details are extremely scarce, but it is known that FRD are devoting themselves exclusively to the next-generation consoles and their first release won't see the light of day until 2001.

Castlevania Sequel Announced



NINTENDO HAS CONFIRMED that a sequel to Konami's rather successful Castlevania is already under development, entitled Castlevania: Special Edition. Players will take control of a young werewolf called Kohnel who is determined to face the evil Dracula. The story is actually set prior to the original Castlevania and, in a strange twist, it is apparently unclear whether Kohnel wants to snuff Dracula or join his army of darkness. Multiple storylines ahoy! The game will use a slightly modified version of the Castlevania engine, so don't expect any major graphical improvements, but fans of the original should look out for it on the shelves before Christmas.

WRESTLEFEST



ELECTRONIC ARTS HAVE REVEALED some more information about the upcoming WCW Mayhem, due for

release in spring this year. The game will feature over sixty official WCW wrestlers, including all the

favourites such as Goldberg and Kevin Nash, and over 600 motion-captured animations. Players will be able to choose between 15 different WCW arenas, and the crowd will react according to what's going on in the match. EA are creating a brand new game engine just for WCW Mayhem, and also claim to be using exclusive technology which will produce the most varied range of facial expressions yet seen on the N64. You'll be able to break through, into the stadiums' dressing rooms and carparks, where the action will be captured live on security camera, and beat your opponents over the head with a vast range of heavy objects. In addition, WCW Mayhem will feature bucketloads of commentary from official WCW broadcasters as well as a create-a-wrestler mode. It looks like WWF Attitude could be in for some competition.

THESE WHEELS ARE HOT FOR YOU

THOSE BUSY PEOPLE at Electronic Arts are working hard on yet another racing game featuring toy cars. But do not despair, because Hot Wheels promises to differ from the rest in that the emphasis is on stunts. More than forty of the classic Hot Wheels cars will be included and you can belt around tracks featuring death-defying loops, jumps, half-pipes and corkscrews. A unique control method will allow players to execute spins, end-over flips and complete 360s even when they're flying through the air. At this stage the game is only offering four different tracks to select from, namely Wild West, Volcano Island, Glacial Rift and Haunted Highway. However, in the style of Beetle Adventure Racing, the



tracks will be jam-packed with short cuts and secrets. There will also be a number of power-ups to spice up the action. It will be possible to unlock hidden cars

and up to four players can race at the one time. Initial reports suggest that Hot Wheels is a lot of fun, so keep your eyes peeled for it later this year.



TOUCH DOWN

ALTHOUGH still in its early stages, NFL Quarterback Club 2000, looks extremely impressive. Using the same Ultra Hi-Res graphics developed by Iguana Entertainment and used in games such as Turok 2 and South Park, NFL QC should be unmatched for sports realism. Highly sophisticated computer players, as written by actual strategists of the NFL, bring you right into the game. Another high point, real time deterioration of the field that really affects players grip and speed, brings this title almost to a genre of its own. It's as close to the real thing you can get without breaking a neck or two. The motion captured animation routines have been polished superbly. Even if you're not a sports genre fan, this is definitely one worth having a second look at.



BLITZ ME

DUE TO ARRIVE in September, the sequel to NFL Blitz, is the simply titled Blitz 2000. Midway's latest release is said to be using the same graphics engine as before, but vast improvements to the gameplay have been adapted. Foremost, are the changes to the passing controls. You can now map a receiver to an assigned button on your controller making precise passing much easier. Also included is Intelligent Play Select, whereby the computer controlled team now remembers and counters frequently used plays. South Park influence now means you now have the



opportunity to knock opponents helmets off, which should please the violence-jilted players. Add to this a four player mode, wind, new stadiums, player taunts, and new endzone dances and we are gonna have one hell of a sports sim on our hands!

MORE KOBE, PLEASE



THE SEQUEL TO Kobe Bryant Courtside is due out later this year. It is believed that the same team, Left Field Productions, will be working on this new project. Kobe Bryant 2 will feature the full NBA license, meaning no rip-off logos, dodgy commentators or no-hoper players. Left Field Productions are also likely to go for a hi-res mode taking full advantage of the 4Mb expansion pak. Though being a second-party developer, L.F.P. are definitely on a winner with their earlier release qualifying for a Player's Choice title, that is, more than a million copies were sold. We can only hope that KB2 does as well.



SHORT 'N' SWEET

RIDGE RACER RIDES AGAIN

FINALLY, amongst all the racing titles flooding the Nintendo market, Namco have decided to step in with Ridge Racer. The aptly titled, Ridge Racer 64 will be unveiled at the Electronic Entertainment Expo (E3) in Los Angeles. It is rumoured that the title will actually be published by Nintendo, similar to the LucasArts-developed Star Wars: Episode 1 Racer. After playing Sony's Ridge Racer Type 4 and knowing the capabilities of a RAM expanded Nintendo, this release should be nothing short of magical.



IT'S A DIRTY JOB...



ANOTHER RACING GAME which will surface at E3 is Snowblind Studios' Hyper-Bike which combines on and off road biking action. Screenshots so far show hi-res graphics, awesome light sourcing and dirt effects. Hyper-Bike looks set to clutch start the two-wheeled racing genre to the next level.



RALLY TO OUR CALL

RALLY DRIVING FANS will be leaving skid marks when they hear that Top Gear Rally 2 will be aired at E3. Development has changed hands since the original TGR, but

is now in the good hands of Saffire. Top Gear Rally 2 promises to leave the prequel for dead, with a slew of new features. Go Speed Racer, go!

RE-JAM

THAT EXTREME SPORTING ACTION that is NBA Jam 2000 dribbles down the sideline and takes it to the paint on the N64. All the ridiculous monster jams and fiery ball action returns with the enhancements that 64-bit power can allow. The release date is still up in the air, but Jam 2000 should shatter backboards and expectations alike when it gets here.



SHORT 'N'SWEET



WE LOVE RARE

GREAT GAMES ARE RARE, but also, Rare games are great! After knocking us dead with greats like Goldeneye, DK Racing and Banjo-Kazooie, the boys at Rare aren't resting on their laurels. They're keeping gamers on the canvas with upcoming titles Jet Force Gemini and the long awaited Perfect Dark. Behold and dribble, mortal.



Win WWF Attitude



*Acclaim have kindly handed over
6 COPIES of the hot new wrestling game,
WWF ATTITUDE. Normally you would have
to pay \$99.95 for one of these games,
but if you subscribe to N64 Gamer,
then you will have the chance to
get the game for free.*

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Travis McRobert, Mandurah. WA
David Grange, St Andrews NSW
Ryan Burkett, Dundas NSW*

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Letter of the month

Winner of the letter of the month, David Stanley, picks up a Gamester N64 Pack (including a steering wheel, a game pad and a rumble pack). Keep those letters coming.

GOLDENEYE PARTIES

I'M A VERY PROUD N64 OWNER and Goldeneye is a favourite with my friends and I. Goldeneye has provided us with many hours of multi-player death matches, creating a new lingo, culture, alteregos and way of life. It's provided us with lots of laughs and has made our friendships much closer. I find that there are many concerned people who believe that consoles are anti-social toys, with many games containing material that comprises the morals and values in children. I feel that this belief is generally justified, but I don't think the importance of friends and friendships in developing children should be underestimated. For me, the N64 is not an anti-social toy, but a tool that has enabled the building of friendships. I'll put up with "Nintendo-thumb" any day - just give me Goldeneye and a few of my best mates.

David Stanley

It's true that Goldeneye can help socialisation by providing "bonding" experiences which friends can share. You don't even need your N64. After a thirty-six hour marathon session, to break in the games room at our new office, we stumbled out into the streets, in a bit of a haze. Narayan thought that it would be a good idea to buy some water pistols and take Goldeneye to the streets. So five hours later, we found ourselves soaking wet, freezing cold, stumbling around North Sydney, looking for a 7-11, as slurpees and microwaved burgers at 3am are a staple of our gaming diet. Highlights for the evening included Hugh running across the Harbour Bridge screaming "For England, James", Jack, wearing his "Mishkin trenchcoat", trying to sneak into the Opera House and Alen convincing Arthur that it would be a really good idea to put on a wig and skirt because someone had to be Natalya. So, yes, I'd agree that Goldeneye is more than a standard video game.



The N64 Gamer crew take Goldeneye to the streets

THE FUTURE BELONGS TO NINTENDO

IN A COUPLE OF YEARS the video games scene will be flooded with an overwhelming number of software titles. Some will be considered classics bound for greatness,

while others will be cast aside as nothing more than rubbish (ie Crash Bandicoot series). There will be three consoles all vying for the consumer's dollar. First there will be the Sega Dreamcast, which will be coming to the end of its run, the much publicised Sony PlayStation 2, and the underrated, over-achieving Nintendo console. There will be the ongoing "My console is better than your console" debate, mainly between the Sony and Nintendo factions (and whenever a Sega owner speaks up they will be ridiculed, beaten and thrown in a clean-away bin by both Sony and Nintendo owners alike). Software titles will no longer be mere games. They will resemble movies. Big budgets, composed musical scores and some will even have actors.

But back to the present day. I can tell you which system I will be buying in the next couple of years. The Nintendo console. I don't care if it won't be able to draw as many polygons as PSX2 or doesn't have big arcade titles like the Dreamcast. I will still buy it. Want to know why? If it has the word



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"Nintendo" on it I am assured of quality. I have been a proud owner of every console by the big 'N' over the last ten years and have seen many competitors systems crash and burn. From the Master System, the Lynx and even Phillips' ill fated 3DO, Nintendo have been the shining light, the only company not out to make some fast cash, the only one not to just whack an extra level or two on a game and say it's a sequel. They have provided classic games for every one of their systems, which have set new levels in home console entertainment. Gameplay in their titles have been second to none and usually accompanied by unparalleled sound and graphics. This is why the next-gen Nintendo won't need to be a huge step up in technological advancements (but it will be), because it will have Nintendo's superior knowledge about the gaming industry. Coupled with the fact that great companies such as Rare and Acclaim will support the machine and it will have network/internet play capabilities, the N2000 will be the mightiest console of them all. And that is why I will purchase Nintendo's machine without a second thought. I suggest you do the same.

Drew

Do you work for Nintendo? If you don't maybe you should apply for a job there. I'm sure they'd appreciate dedication like yours.

YOU CALL THIS A STAMP?

OKAY, I'M ON HOLIDAYS, reading N64 Gamer and I come across the competitions. I decided to enter, so I did everything I had to do and went to get a stamp to send it with. It cost forty-five cents and it looked stupid. Forty-five cents to look at the Queen or a tree or famous pilots. I think we should be looking at Princess Peach, instead of the Queen, we should be looking at Gannon's Castle instead of a tree and we should be looking at Mario, the famous plumber, instead of famous pilots. I know it's not up to you guys to make the stamps but you should tell Australia Post to put the faces of our heroes on stamps. After all, we're the ones looking at them. Yours in anticipation,

Brett Lubcke

That's a pretty good idea. Mario is more famous than most of the lame historical figures on stamps. I don't think we should stop there. It must be time to upgrade our currency. The Queen doesn't need to be on the front of every coin. Bowser is much better looking.

ENOUGH WITH ZELDA ALREADY

I buy most issues of the magazine and in almost every issue there has been something about Zelda. Whether it's a review or cheats, there is always something about Zelda. Okay! Zelda is a good game, one of the best on the N64. Although you don't have to go on about it in every issue. The



Could Peach be our next queen?

A rare photo of a Robert impersonator

other day I bought N64 Solutions, another magazine published by Next Gaming, and what did I find in the cheats section? Three pages of Zelda cheats. So far this year Zelda has been in issue 12 (review), issue 13 (cheats), issue 15 (Badass). I'm unsure about issue 14. Some people might say that Narayan goes on about how great Goldeneye is and that it's a good game, but does Goldeneye appear in a different section of each issue? Well does it? No it doesn't! So why does every issue have something on Zelda? I know some of you out there would say Zelda is great, why not have it in every issue. But some of us want to know other great games coming out, not about a game that come out nearly six months ago. Finally, I'd like to say "Stop putting Zelda in every issue and put something new in the magazine".

Christopher Batten

You are definitely in the minority on this issue. Half of the letters that we receive are singing the praises of Link's latest adventure. The game may be about six months old, but nothing has been released this year that is better. It isn't as if every issue is dedicated entirely to Zelda so whining, about putting something new in the mag, is just pathetic.

WHERE'S ROBERT?

I'M WRITING to find out where Robert has gone? That pretty-boy Hugh Norton-Smith sux really bad. Who does he think he is? God's gift to women? I WANT ANSWERS!

Damien

PS. You don't have the balls to publish this letter.

As you now know, Robert has left us. There is much speculation as to where he has gone. Some people say he has moved to the USA in an attempt to join Degeneration-X in the World Wrestling



Raise your hand if you're sick of Zelda

Write To Us:

If you have some questions about game releases, accessories, or just want to say something about N64, write in to N64 Gamer magazine at.

N64 Gamer Magazine

Level 6
418a Elizabeth St
Surry Hills NSW 2010
or email:
N64gamer@next.com.au

So, step to it with your ideas and thoughts.

We are also looking for reader art to fill these pages, so if you're looking to get your drawing skills shown off in our mag send your stuff into the above address and next issue we will print the best efforts!

MAIL BONDING

■ *If people believe in reincarnation, why is the world's population rising? If paper comes from trees, where do you find paper with the blue lines through them?* — PETOR

■ *Looking at your magazine, any half intelligent person would think that the N64 Gamer crew were a bunch of lunatics that recently broke out of the local mental hospital.* — RYAN DEATHRIDGE

■ *What are Narayan and Troy's favourite Goldeneye levels, and why?*
PETE JONES

N64: Narayan's favourite is Facility because the single player game is one of the best missions and it works brilliantly as a multiplayer level. My favourite is Stack. I love the combination of open areas, corridors, as well as the positions of the body armours and primary weapons.

■ *What about this Hugh guy? Mithra does a better job than Hugh does.*
ANTHONY MANCUSO

■ *As if women would find Hugh Norton-Smith unbearably attractive. Every girl I know thinks his attempt at a sexy photo in issue 15 was pathetic. As if anyone would send him fan mail. More likely, hate mail. He has gotta be wearing contact lenses. Hugh, Matey, you might have better luck with cockroaches.* — BANANA

■ *Three words. "Hugh is HOT!"* — NATALIE

■ *I was flicking through my son's video game magazines when I stumbled across a photo of Hugh Norton-Smith. If only I was fifteen years younger.....* — GAMING MUM

■ *Does Hugh need a President for his fan club? If he does, pick me.*
PRINCESS HOSHI

■ *Are those really Hugh's baby blues or is he wearing contact lenses? I think you should have a new competition in which the prize is a date with Hugh the Hunk.* — GRRL GAMER

■ *Are you really humans? Is Narayan a male?* — EXCITE

■ *I have seen Resident Evil 2 on PlayStation and it looks quite good (not that I am a traitor or anything).* — LUKE GODDARD

■ *Young PlayStation owners must be stopped now or when they grow up, the only people who are going to give them jobs are the BHDCC (Bare-Hand Dog Crap Collectors).* — CRAIG GIBSON

■ *It has come to my attention that not many people have discussed the future of the N64.* — DANIEL HOCHULI

N64: I don't know who you hang out with but around this office we've been discussing Nintendo's next next console since before the N64 even came out.

■ *I'm not pathetic, I'm just open minded.* — JOSH NOTSON

■ *Keep up the good work and also keep snapping those PlayStation disks!* — CAMERON ARCHIBALD

Federation. While others claim to have seen him running naked along Cronulla Beach, howling at the full moon. If you think you see Robert anywhere send in the details to N64 Gamer.

I'VE HAD A GUTFULL!

WHAT THE HELL is going on? If you're wondering what I'm talking about, it's bloody Nintendo. If the Nintendo 64 has twice the power of Playstation, shouldn't the games be twice as good as PlayStation games? For starters, it's obvious that PlayStations have way more variety than Nintendo. The PlayStation varies from racing, to sport, to RPGs. Meanwhile Nintendo developers are probably working on another twenty soccer games to go with all the ones we've got. Next, the games are nowhere near as big as PlayStation games. I've heard it takes the average gamer around forty hours to finish Final Fantasy 7. As for Super Mario, well that takes one night. Lastly, good, old fashioned game-play seems to be missing from many 64 games. So in the end all I'm asking is for Nintendo to get their arses into gear.

Django Still

Ow ow ow. My head is hurting from trying to comprehend the incredible proportions of your stupidity. Please, go away now.

WHAT'S THE SCORE?

IS IT POSSIBLE to change previous scores? Because looking at it now, many fellow gamers, maybe even some N64 Gamer staff (Narayan) and I, feel that Goldeneye deserved a ten out of ten. It is, by far, the greatest game of all time and appeals to an even wider audience than Mario 64. Mario was a revolutionary game but no game has been able to change people's lives like Goldeneye. It is so good it's also detrimental to people's health and life (Narayan) and no other game can do this. Turok 2 can't touch it and Zelda only appeals to a certain audience. As for its multiplayer, nothing even comes close to getting anywhere near it. The fact that it has changed so many people's lives and nothing has (or maybe ever will) come close to matching it in gameplay, multiplayer or realism,

means it warrants a perfect ten. It also won "Best Overall Game" (issue 6) and as N64 Gamer quotes "Goldeneye, it's not a game, it's a way of life".

Nicholas Glynatsis

Changing previous scores isn't going to happen. We get enough hate mail each time we score a major game, like Zelda or Goldeneye. Can you imagine what would happen if we re-scored these games? Not only would there be the initial complaints but then we'd have twice as many people complaining about the changes. It's much simpler for a score to be given and be left as the final word on the game than have problems with revisions. The scoring system isn't perfect but it's pretty easy to understand. A game is scored comparatively to the games currently available.

RIPPED OFF!

MY QUESTION IS, why the hell is Nintendo ripping us off so bad? I mean, Nintendo is charging us between 70 to 120 dollars. What the hell do they think we are, a big wallet or something? One blank cart only costs \$20. So where the hell is our money going to? The box? Of course not. It is probably cheaper than a cheeseburger. The manual? No! The manual is a piece of A4 paper cut up into little rectangles. So, where the hell is our money going? It could be the programming but we know that is a load of crap because when Mario 64, Mario Kart and Pilotwings came out they were all \$100 and now they're only fifty bucks or less. My opinion is.....well, I don't have one. All I have to say is Nintendo sucks us in pretty bad, the #%&*?

Simon Vassiliou



Shaun is a huge PlayStation fan



Where did you get all these figures from? Did you pull them out of your arse? How do you know how much it costs to buy blank carts?

How do you know how much it costs to produce games? Do you think developers buy blank carts and the games magically appear on them? If you want cheaper games, that's a fair enough, but your points are so lame that they aren't even worth responding to.

I LOVE PIKACHU

I DON'T SEE WHY Pikachu is always picked on. Pikachu is cute and cuddly. I'm a great fan of Pikachu's and I think that

it's excellent that Pokemon is coming out on Nintendo 64. I know I will be buying the game straight away. Anyway, what's with all this crap about whomping his yellow hide? Also he doesn't need therapy at all. I think I can prove that Pikachu is better than all the other hot shots in Mario Party. When I get the game I'll send you my results using Pikachu. And remember, LPA (leave Pikachu alone).

Josh Scholar

Pikachu gets harassed because Pikachu is a total loser. He can only say his name. He is school-bus yellow. Pikachu wishes that he was a possum but he is closer to being a rat. I won't even start on his crap game. Also, Pikachu is not in Mario Party. He's in Smash Bros.

101 USES FOR A PLAYSTATION

IT'S TIME TO FACE FACTS. PlayStation is the greatest machine ever made. It just has so many uses. My mum uses a PlayStation in the kitchen as a chopping board. My little brother and his mates use one as a frisbee. It flies great! My dad uses PlayStations as clay pigeons at the rifle range. My granny uses the circular lids on PlayStations for dinner plates. My grampa built a retaining wall, in the garden, out of PlayStations. And I'm not even going to tell you what my aunt uses the Dual Shock controller for.....

Shaun Zingel

Um... Yeah.

YOU SUCK!

I'M JUST WRITING in to tell you that all of you are pathetic. I sent in about six letters and how many were printed in your magazine? Not one. You should be ashamed of yourself. I know that if I was in charge of your magazine I would give people what they want and actually print their letter in your magazine. I have been collecting your magazine since issue one and I thought it was the best but now, since none of my letters were printed, I never want to see your pussy magazine again.

Noel McEvilly

"I should be ashamed of myself? I hope, for your sake that you are kidding. Maybe if all your previous letters hadn't been so damn boring they would have been printed. I'd write more but I think I hear your mummy calling. Time to change your nappy."

I'M TROUBLED

Hi, I'M JUST WRITING to ask you a question that has been bothering me for some time. About two months ago my little brother (I'm 18 and he's 13) and I were arguing about which console is better (I have a Nintendo 64 and he has a Playstation) when out of nowhere he asked me a question that quite shocked me! He said "well at least the Playstation can show real live videos in their games". What he said was really confusing until I realised that I've never played a Nintendo game that had real pictures or videos on them. So I was just wondering, can the nintendo show real-life videos and pictures in games. Also, I have to say that I have bought Nintendo magazines before but yours is the only one I enjoyed reading so much that I actually bought more copies of. You guys are really funny! Well congratulations on a great mag!

Cartman's Father

Nintendo games don't have real video because it takes up too much memory space on the cartridges. Because cartridges are much more expensive than CDs, no-one has bothered to include any



Resident Evil 2 is set to be the biggest N64 cartridge ever, at 64MB

video in N64 games. This is all set to change with Resident Evil 2, which will be the first N64 game to feature video footage.

Hi,

Ok now that I've got the formalities out of the way, onto the actual letter. I was reading Narayan's bio of Goldeneye in N64 Solutions Vol 2. I'm worried that you're missing out on the best part of the game... You have little or no social life with the next best (however, very far behind) thing, women. Yes, I nearly cried knowing that your b@%# (errm ex-girl-friend) jumped up and down on your cart! That hurts and it didn't even happen to me. So, if you ever get another girl, get her into Goldeneye. Particularly, my personal favourite; "Strip Goldeneye". Simple rule, remove an article of clothing everytime you die. If you're as good as you appear to be, you'll love this. Now, if there's a slight chance that this gets printed, I guess I should accommodate the female readers.

So, girl N-heads, just reverse the roles. But this is just the beginning. I won't drag on, but imagine four player this way? Now, Narayan, you'll be able to have a social life with Goldeneye. All we need are some pick-up lines to make this idea work, but it seems you're one step ahead of

me as you started a few of your own. Now get to work!

A. Rodrigues

Ever since we got this letter Narayan has locked himself in the Game's Room. We're too scared to force the door as we don't know what we'll find on the other side. We can only guess what's going on by the muffled cries of "Who's your Daddy?". Maybe he's watching old South Park episodes. Who is Cartman's father?

TOP FIVE



1 South Park

2 Goldeneye

3 Mario Kart

4 Zelda: The Ocarina of Time

5 Rogue Squadron

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MR. BAD ASS

Mr. Bad Ass is a 250 pound mass of muscle who lives to play games and there's nothing he hasn't conquered. So if you're stuck in any game then send your problem in and we guarantee that Mr. Bad Ass will be hard enough to help you out! Also, send in any secrets or glitches that you discover yourself and anyone that manages to impress Mr. Bad Ass will score a free game.



THE MYSTERY OF THE 24TH CHEAT

Every month, Mr Bad Ass is inundated with letters concerning the mystical 24th Goldeneye cheat. These three losers think they have the right answer, but there can be only one...

My uncle in America knows a guy who worked on the production team for Bond. He reckons there's lots of stuff cut from the end product, like characters, weapons, cheats, etc. To my amazement he sent me this pic of the 24th cheat. He assures me it's gettable on the PAL version. If you try the normal 23 cheats in multi-player, you will find that 'Unlimited Ammo' works, but 'All Guns' doesn't. My uncle says that the guy won't tell how to get it because they have a pact between the team. I'll do my best to find out for you guys, but I reckon it will require heaps of button pressing.

Marcus Timms

In issue 15 you said that there wasn't a 24th cheat for Goldeneye (extra characters, etc). So Mr Bad Ass, you're

Invincible	OFF	No Radar (Multi)	OFF
All Guns	OFF	Turbo Mode	OFF
Bond Invisible	OFF	Fast Animation	OFF
Infinite Ammo	OFF	Slow Animation	OFF
DK Mode	OFF	Enemy Rockets	OFF
Tiny Bond	OFF	2x Rocket L.	OFF
Paintball Mode	OFF	2x Grenade L.	OFF
Magnum	OFF	2x RC-P90	OFF
Laser	OFF	2x Throwing Knife	OFF
Golden Gun	OFF	2x Hunting Knife	OFF
Silver PP7	OFF	2x Laser	OFF
Gold PP7	OFF	All Guns (Multi)	OFF

because I'm gonna pay you guys a visit the next time I get a retarded question relating to this. Finish the game on 007 mode using no weapons. Reduce your health to 5% and pump all enemies up to maximum health. Take out every last enemy with your hands only. Then, you will be rewarded with the Mr. Bad Ass cheat, which allows you to play as all the N64 Gamer staff, who are hidden. Warning: Using this cheat with the nude code may cause blindness.

wrong. Fat Boy!! This is all you have to do. Once you have the 007 mode, set enemy health to 200, enemy accuracy to 200 and your health to 75. Finish the Aztec level in under 7 minutes. Fatty. If you do this you get the former Bonds in multiplayer. Just admit it you large assed creep.

Tom "Better Than You" Brunell

>> Mr. Ass: Aaaaaaaggggg! Why do I even bother with you bunch of pansies. What do you guys do? Play Goldeneye wearing your sister's clothes? I'm going to tell you boneheads what the real mystical 24th cheat is once and for all. Get your mothers to read this slowly for you so that you understand.

You're a loser because you said there's no mystical 24th cheat in Bond. If you had any brains, you would know that the cheat is a pen and ink mode, just like in Turok, you dumb ass. All you need is an Action Replay and enter 8005859F_0001. If you get anything else wrong, I will come over there and kick your ass. **Slayer.**

MORE NUDE CODES

Q. Mr. Bad Ass, dude, there is a nude cheat code for Mortal Kombat Trilogy. You can also play as Bill Clinton, Tupac, Snoop Dog, Prince Charles and Bugs Bunny. I don't know how to do these, but someone out there must.

James Ralph

>> Mr. Ass

You poor misguided fool. Only a New Zealander could ask such a lame question. The only way to access these cheats is to first finish the game with Donkey Kong, scoring 'Perfected' every round.

More Goldeneye

I bet you sit back all day in a torn up old armchair with your rumble pack between your legs, playing DKR and continually running into walls for kicks. Buttboy! Loser! Luigi does a better job of an insult than you, and you call yourself a master. Your one-armed pathetic grandmother is more of a master than you. Do your job and answer this. A friend told me that in Goldeneye, you could dive to the side like the soldiers do. How do I do it? Answer that one, Oddjob.

Blake George

>> Mr. Ass

Rumble Packs are for wimps! As for your misguided question, just stand next to a grenade. That'll make you jump sideways.

Q. Banjo's secret key

If you go into Wazza's cave (Freezezy Peak), and then jump up and grab the orange jinjo, there's a key spinning around. What does it do and how do I get it?

Stephen Burgess

>> Mr. Ass

Congratulations, If someone decides to make a Barbie Doll game on the N64, I'm sending you a free copy. You

can't get the key without the sequel to the game, Banjo-Toolie. Rare are going to have some type of system with their second game in order to access certain items in Banjo-Kazooie.

Q. Mask of truth

I think you're a fraud. Have you ever been to a pub? You know, the places real bad-asses sit all day talking about their wives. Obviously you

haven't, because people there would tear your fat ass apart. Oh yeah, In Zelda: Ocarina Of Time, once you have access to the Mask of Truth, what can I do with it?

Daniel Bailey

>> Mr. Ass

What a pathetic excuse for a human. Even my pet monkey, Hugh, knows that one. Use the mask to access clues from the annoying gossip stones.

We hate Mr. Bad Ass!

Everyone in the office is starting to get real sick of Mr. Bad Ass and his attitude, so we've deducted money from his wages so that you can pick any Nintendo 64 game you like. All you have to do is insult Mr. Bad Ass in 10 words or less. The person that sends in the funniest insult will receive a game of their choice.

Just send your insult to:

Slap in the face Comp

N64 Gamer

Level 6, 418A Elizabeth St, Elizabeth Towers, Surry Hills, NSW, 2010

Bloody fun

GT Interactive are just too nice to us here at N64 Gamer. They have given us 3 copies of their super-cool game, Castlevania. If you want the chance to win a copy of this vampire slaying adventure for yourself, just send in a drawing of Dracula playing a Nintendo 64.

Start drawing and send your pictures to:

Dracula Sucks Comp

N64 Gamer

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May the Force be with you

With all the Star Wars hype buzzing around the office lately, we thought it best to give you the chance of winning, Episode 1: Pod Racer. We have 4 copies to give away, so start watching your Star Wars videos and answer this easy question:

"What is Darth Vader's real name?"

Write your answer at the back of an envelope and send it to:

It's Anakin Skywalker Comp

N64 Gamer

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Winners

Beetle Adventure Racing

David Niemiecki
Luke Host
Goran Popovic
Gary Eder
Jo Murphy
Arnold MacKenzie
Rhiff Larkings
Chris Somers

Soccer Comp

Christian Domanski
W&J Hicks
Scott Pearrow
Neil Wickman

Hardest Comp

Gerard MacGinley
Turok Paek
Ben Simpson

Please note that comps will run over 1 month from the magazine's date of sale. Winners will be published two issues after the comp has been announced.

ALL COMPETITIONS CLOSE ON THE 10th JULY

Rally Masters

PUBLISHER: INFOGRAMES

AVAILABLE: DECEMBER

CATEGORY: RACING

PLAYERS: 1-4

THERE'S SOMETHING ABOUT RALLY DRIVING that really gets the blood pumping. It's the pursuit of that perfect corner. You apply the handbrake, turn hard and gun the engine as the car rounds the corner with the grace of an ice skater mid-routine, and a haze of dust and gravel remains as a tribute to the gloriousness of it all. A real man's racing, none of that girly sealed-surface business. It's living on the edge of traction where a small movement of the steering wheel is all that separates you and six months in a neck brace.

Digital Illusions is looking to speed miles ahead of the competition with their new rally sim, Rally Masters. This one looks set to be a real contender for the racing crown - packed to the brim with tracks from all round the world, heaps of actual cars to belt around in, multiplayer compatibility and some serious eye candy. The game looks so droolworthy it has me wearing a bib to the office.

Rally Masters will be packed full of so many bells and whistles it will be deafening. Over twenty different cars with multiple paint jobs will be lining up on the track with more than fifty championship circuit rally drivers to make that hunk of steel hug the curves on fifty-one courses. Four different rally circuits can be selected, with separate divisions and three difficulty levels to select. Game modes from four player action to single player practice with the dastardly "ghost car" made famous in Mario Kart 64 making an appearance. In true sim fashion, you won't be able to just bounce off trees and rocks and continue on unawares. Any damage the car sustains can be felt firstly with your rumble pak, secondly in a degraded performance, and if you are prone to more than a casual bingle, you can see the damage to the car, with the panels crumpling under abuse. To customise the racing to suit your preferences, a campaign editor is included - You don't like racing in Africa, then you don't have to race there. The engineers among you will be delighted to hear that you can really get underneath the bonnet of your chosen car - fine tune the donk, adjust the shockies or maybe try a different set of tyres - the car is your work of art. Real race nuts will go bananas over the database on both the men and the machines of rally car driving.

The game promises to deliver big time in the visual department, and will take full advantage of the 4 meg expansion pack. Effects like shadows, reflections, water, dust and the now contrived lens flare, along with changing weather conditions including snow and rain, will have the jaws of speed freaks dropping to around navel level.

Digital Illusions paid particular attention to the textures in the game. Unlike previous racing games that suffered from smeary textures, the programmers will utilise the additional grunt of the expansion pak to store larger, clearer textures. The game is around 75% complete, and the push is on to get the game polished to the highest standard, so it won't be on the shelves until the end of the year. Rally Masters is going to have the sad pathetic PlayStation owners taking their copies of Ridge Racer 4 back to the department store for a refund.





Pokemon Stadium 2

PUBLISHER: NINTENDO

AVAILABLE: TBA

CATEGORY: RPG

PLAYERS: 1 - 4

MARIO ISN'T HAPPY IN THE SLIGHTEST. Recently, police had to drag a ranting Mario from Nintendo HQ after he kicked Miyamoto square in the gonads. Why? Because Pokemon have recently stolen the limelight from our plumbing superhero.

With the ever increasing Pokemon sales storming through Japan and the U.S.A. faster than Troy scoring tickets to the Back Street Boys, it's no wonder that Nintendo are milking their pocket monsters for every last drop.

Although Australia still has a bit of a wait for Pokemon Stadium 1, Pokemon Stadium 2 already out in Japan. Due to the success of Pokemon Stadium 1, Nintendo have provided a whopping game with its sequel. You will have 151 Pokemon to choose from and more features than you can poke a jigglypuff at. All this will be jammed into a 32Mb cart. Pokemon Stadium 2 also boasts an impressive sixty frames per second, although it will be interesting to see how this will work when the game runs on a turn-based system.

Hoping to cash in on the swelling success of the diehard Game Boy, Nintendo are planning to make Pokemon Stadium 2 compatible with the Game Boy's Red and Blue Pokemon versions. Yes that's right, you'll be able to use your very own, trained pocket vermin thanks to a special adaptor that connects the bottom of your N64 controller to your Game Boy. Imagine seeing your pets in 3D! We believe that the adaptor, known as the 64GB Pak, will come free with the purchase of the game.

Rather than an emphasis on action or a story line, Nintendo's key words for this game are 'collection' and 'training'. Like its Game Boy counterpart, you will have to lace up your hiking boots and go exploring in order to catch your own Pokemon, then train them up for some serious butt kicking. If you are familiar with the Game Boy Pokemon games or the Final Fantasy series, you will be right at home with the turn-based fighting system of Pokemon Stadium 2. Although many believe that turn-based fighting is a little bland, Nintendo are hoping to blow away any criticism with spectacular cut scenes of their warring monsters whilst in battle. Hopefully, the cut scenes will be faithful to the cartoon series and show us moves that will literally light up the screen.

As a trainer you will be able to watch any of your Pokemon combat from ringside, and if that isn't enough, you can pit your trained creatures against three other friends at the same time!

Nintendo have sprinkled mini-games throughout Pokemon Stadium 2. It's uncertain how they will fit into the main structure of the game, but if you capture four clefaires, you will enter a mini-game containing all types of Pokemon.



Last Legion UX

PUBLISHER: TBA

AVAILABLE: TBA

CATEGORY: SHOOTER

PLAYERS: 1 - 2

NOW IF THERE IS ONE GENRE missing, on the N64, then it is the mechs. Where's my nuclear powered sixty ton robot blistering with missile packs, arm-mounted lasers, 50mm cannons, two tactical nukes and a partridge in a pear tree? It's a bit hard to destroy small countries and dominate the world without one. The thrill of hand-to-hand combat with nothing but layers of titanium alloy between your vibro-blade and your opponent. Gamers, your prayers have been answered. Hudson Soft are nearing completion on the Japanese version of their mega mecha smash - Last Legion UX.

Last Legion UX looks to combine the action-arcade feel of Sega's Virtual On and the detailed levels of Armoured Core on the PlayStation. Mech on mech in high tech combat to the death, or at least battle to the "have to airlift the sorry looking piece of crap back to the engineering bay for a month's worth of repairs". The plot has two opposing forces, Union IV and Light Ride, battling all over the galaxy for possession of the valuable mineral Powerstone, which is a revolutionary new energy source that can bestow incredible destructive power upon your Mech. The Powerstone will be secreted away randomly in the level and players will have to scramble in hope of getting to it first.

Half a dozen mechs are selectable in the single player game, all with different stats. These range from the heavily armoured, slow moving war machines to the nippier mechs that circle you three times before you realise they have blasted your kneecaps off. The designers have tried to make the game as balanced as possible, with each mech weighing up evenly, so as to create epic struggles between the gigantic robots. Weapons and defensive shields are selected pre-battle with all manner of tools of destruction available to customise the carnage to your needs.

As with all great Nintendo titles, the true challenge is not against the computer's excellent AI, but in pitting yourself against the cunning of a human opponent. The game is viewed in third-person "over-the-shoulder" style, and due to the vertical extension of some levels, multiplayer mode can share the screen split horizontally or vertically.

Hudson Soft are yet to get a publisher outside Japan, so cross your fingers and toes, and we should see this title appear on our shores before too much longer. Hudson have shown glimmerings of brilliance in their past titles, and they may well hammer it home this time. If the final game holds together well N64 players all around the country will be blasting each other with phased particle cannons on a post-apocalyptic battlefield.



BattleTanx 2: Global Assault

PUBLISHER: 3DO
CATEGORY: SHOOTER

AVAILABLE: JANUARY
PLAYERS: 1 - 4

BATTLETANX hasn't been on the Australian video game shelves for very long, and already 3DO are well into the development of its sequel - BattleTanx 2: Global Assault.

As far as the story goes, you are once again pitted the enemy in a post-apocalyptic earth (don't things ever get better), and have access to ten tanks, seven of which are new to the sequel.

These new tanks possess some outrageous abilities, like the a Hovertank which can, as the name implies, hover just above ground level or, a tank that can flip from side to side. It should also be cool viewing these abilities from all the new camera angles that 3DO have included in Global Assault, including a first person view.

The coolest thing about this sequel, apart from cavorting around in massive weapons of destruction and rescuing the spunky Queenlord babes, is that a lot of the action takes place in well known cities, like London and Paris. So now you can destroy landmarks that have always brushed in the opposite direction of your own artistic style. Of course, don't forget to destroy more run of the mill structures, like streetlights, garbage bins and innocent people's homes. There will be in total, twenty new levels included in this sequel that can be visited by different gangs.

Graphically the sequel should improve over the original and the outlook appears promising. The game looks a lot clearer with sharper textures on the buildings and tanks, something that was needed in the first game.

Multiplayer is where the original was strong, however, and although the sequel promises sharper graphics, smoother frame rates (at least 30fps for single player and 20fps for multi) and advanced intelligence, one can only presume that once again multiplayer is where this game's strength will lie.

There are seven new modes of play, including Annihilation, Frenzy and Queenlord. Apart from having some excellent modes of play, new effects like realistic explosions, fire and shrapnel will hopefully turn out well, adding that level of realism to the game that will hopefully increase the tense and dangerous atmosphere we all love.

Don't worry about bringing your own spectacular weapons, as the Global Assault weaponry is said to be so powerful, it will make you think of having poor mercy on your targeted foes. Some of these weapons include flame throwers, guided and swarmer missiles, mines and, the always political, nukes.



Bomberman 64 2

PUBLISHER: NINTENDO AVAILABLE: SEPTEMBER
CATEGORY: ACTION/PUZZLE PLAYERS: 1 - 4

IT HASN'T BEEN LONG since the release of Bomberman Hero and already we have a sequel due to hit the shelves in September. Hudson Soft, the developer of many fine Japanese titles, has revamped Bomberman to include everything Bomberman Hero lacked. Although not so creatively titled, Bomberman 64 2, does add something important to the last title in the series, the multiplayer section returns! The addictive gameplay borrows from earlier versions, but includes a few more features to extend lastability. Not always included in games, but definitely a welcome change, is the option of using either the control stick or the D-pad. If you've ever been frustrated by an incorrect placement of a bomb, that sees you dead, you'll take this as a blessing. The most outstanding part of this latest edition is the varied ending sequences. In the story mode, you have the choice of several paths, to the finish, each branching out as you progress. This will surely keep this cart glued in your N64. Like most scrolling fighter games, enemies now come with a health meter so you can judge exactly how much or how little energy they have.

In addition to his improved jumping abilities, Bomberman now has the luxury of three different weapons of mass destruction. No longer are you restricted to just throwing and kicking the same old bomb. Your weapons now comprise of fire bombs, earth bombs and water bombs (all are more destructive than ever). Fire bombs are the bombs we all know and love from the earlier releases, earth bombs are designed to shake things up a bit, and water bombs are a great countering technique against certain enemies.

As mentioned before, the one thing that is really going to set Bomberman 64 2 apart, from its parents, is the multiplayer. It's hard to understand how Bomberman Hero was released without including it. And when I say multiplayer, I don't just mean player one versus player two, or one plays while the other watches, then change over....boring! Hudson has now given us not only an awesome 4-way action bombfest but has also added a two-player co-operative story mode. Finally, a developer has heard the cries from the majority of gamers tired of only playing competitively against their friends. The 4-player battle mode has a few tricks up its sleeve too. Although keeping the playing surface relatively flat, you also have the choice of a time attack mode. Instead of fighting each other, you fight the clock as you try to complete a level in the shortest time possible.

Overall Bomberman looks like he has returned to normal again, while still keeping the enjoyable aspect of a puzzle/adventure game. The varied multiplayer options will have your Nintendo overheating in no time as many an hour is pumped into it.



F-1 World Grand Prix 2

PUBLISHER: VIDEO SYSTEMS AVAILABLE: AUGUST
CATEGORY: RACING PLAYERS: 1 - 2

THE SEQUEL TO LAST YEAR'S fantastic effort from Nintendo and Paradigm is nearing completion. Creatively titled F-1 World Grand Prix 2, the game is said to include improvements over the original's control, speed and frame rate, and should be something to look out for if the programmers can jam enough new features into the cart.

F-1 WGP2 will include even more custom configurations than before. This coupled with the Formula One administration license and improved two-player mode should make F-1 WGP2 the ultimate racer for serious Grand Prix fans out there. Players can opt for either a full season of F-1 driving, or a quick time trial practice run. Thankfully the novice option of computer assisted braking and acceleration will be included once again, although the advanced players will have more sensitive brakes and acceleration under their controls this time around.

The game still uses last year's engine, although that's not a bad thing at all. Look forward to updated scenarios from the real events from last year's F-1 in the challenge mode, which will have 15 different scenarios categorised into speed, tactics and technical.



Tiger Woods 2000 PGA TOUR Golf

PUBLISHER: ELECTRONIC ARTS AVAILABLE: OCTOBER
CATEGORY: GOLF PLAYERS: 1 - 4

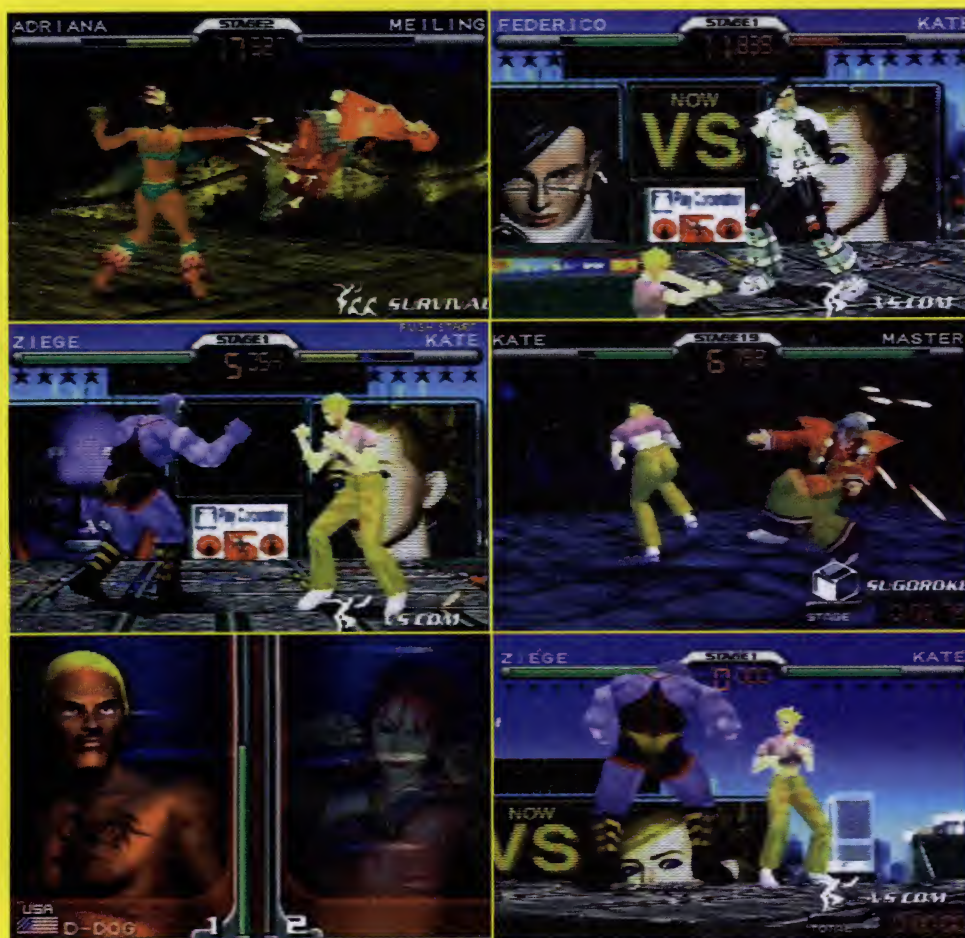
GOLF ENTHUSIASTS have yet to receive the true golf experience on the Nintendo. The only official release has been Waialae Country Club and the game was disappointing. Thankfully N64 players will eventually be polishing off their virtual nine irons as they brace for EA's first golf offering on the system, Tiger Woods 2000 PGA TOUR Golf.

If you're thinking that the game will be a straight port from the PSX version then I'd like to correct you. The game is being designed from scratch for the N64 and is set to utilise the Nintendo's powerful graphical capabilities.

The game is currently looking great, with fantastically rendered courses and players created by Saffire, responsible for Rainbow Six. EA plans to make the game easy to pick up and fast paced, along with special features like a one-button mode for novices, practice courses, equipment upgrades and power-ups.

It could be a while until it's released, but this is one sports game that we'll definitely keep you posted on.





Fighters Destiny 2

PUBLISHER: TBA AVAILABLE: TBA
CATEGORY: FIGHTING PLAYERS: 1 - 2

BORED OF MORTAL KOMBAT 4 yet? Didn't get into Smash Bros? Well, all you fighting fanatics out there will be pleased to know that Fighters Destiny 2 is on its way to the N64. It's already looking to be a serious contender for best fighting game on the N64. It runs on a slightly overhauled version of the original engine, which now incorporates some rudimentary coloured lighting and enhanced backgrounds. It also runs at a noticeably smoother frame rate and expect to see a bevy of new characters. Besides this, the game really looks and feels quite similar to its predecessor. Unlike most fighting games where you must wear down an enemy's life, Fighters Destiny 2 works through an innovative point system. Fighters Destiny's simple controls are another bonus, consisting of only two attacking buttons, as well as a block button and the evade button. You needn't learn an excess of unnecessary buttons to be able to pull off stunning moves and really get into the game. The game features an improved fighting engine, superior graphics and a whole bunch of new characters. Even if this game is only a bit better than the original, it will certainly be worth checking out.



Bassmasters 2000

PUBLISHER: GT INTERACTIVE AVAILABLE: TBA
CATEGORY: FISHING PLAYERS: 1 - 2

AS YOU UNDOUBTEDLY KNOW, fishing is the most popular sport in the world. So, B.A.S.S., those zany fishing dudes, have joined forces with THQ Entertainment to bring this fishing simulation to your home. If you're keen on fishin' but not the smell, this might just be up your creek. Bassmasters 2000 allows potential anglers to go fishing on lakes based on real life fishing tournament areas. The best feature is that the fish have been given a special, fuzzy logic, artificial intelligence routine. It makes the reaction of the fish, and hence the experience, very faithful to real life. The game will feature tutorials by famous anglers and a variety of features including: a virtual tackle shop, an angler creation mode, an arcade mode and split-screen two player fishing. Graphically, the game looks gorgeous even at this early stage. The reflections and water effects all look fantastic. It will include support for the expansion pack and all move at a slippery 60 frames per second, with all the graphical bells and whistles we've come to expect from our N64. Finally, the main stars of the show, the fish, are rendered with the most precise attention to detail and realistic motion captured movement. I'll be hooked, that's for sure!

WHAT'S AN iMPORT REVIEW?

IN CASE ANYONE'S A BIT CONFUSED, this game is currently only available in America and there are no plans for it to be released in Australia. But hey, let's face it, we are all part of one big global family and why should we miss out if a game isn't released in our country?

So, this month we've rounded up a few games from America and Japan that have yet to be scheduled for an Aussie release. If you like the look of one of the games then you can look for a games shop that imports carts from overseas and track down either an American (NTSC) machine to play them on or a games convertor that will let you play the cart in you Australian (PAL) machine. If, on the other hand, you think these games look pathetic, then you can just sit back, laugh and thank the Australian distributors for saving you from this crap.

You should be warned, however, that you will need a television that supports NTSC signals to play these games. Most of the newer, more expensive TVs have this option but you should check before you run out and spend the cash, otherwise you could end up having to fork out for a new tele or chuck the games in the bin.

The review scores explained

10 | 10

The perfect game. Don't expect this score to be awarded too often as the combination of state of the art graphics, sound and gameplay have to be achieved. Mario 64 is a example of a title that does this, and it's aimed at the broad range in age as well, as it's accessible to young and old gamers.

9.5 | 10
+ 9 | 10

A excellent game. This game achieves high levels in all areas, and is well recommended. An essential purchase for fans of the genre.

8.5 | 10
+ 8 | 10

A great game that contains some small faults but these are far outweighed by the overall quality and appeal of the game. Well worth purchasing.

7.5 | 10
+ 7 | 10

A good game with a few faults. It may be one small area of the game that pulls down its overall appeal but it's still recommended to fans of the genre.

6.5 | 10
+ 6 | 10

A average game. This one really has faults that stops it becoming a good fun game. Fans will proba- bly find something of interest here, but be sure to check it out carefully first.

5.5 | 10
+ 5 | 10

A game that just fails in more areas than it achieves. Either its gameplay, graphics, or sound (or worse, all three) are really lacking. This title should really be approached with caution.

4.5 | 10
+ 4 | 10

A game that really stinks... It's a fact that games like these make us really appreciate the 9 and 9.5 titles. Should generally be avoided.

Below is a detailed listing of up and coming titles for the Nintendo 64:

TITLE:	GENRE
June	
Duke Nukem: Zero Hour	Action
All Star Tennis '99	Sports
Star Wars: Episode One Racer	Racing
Superman	Action
Fighting Force	Fighting
Goemon's Great Adventure	Platform
A Bug's Life	Action
Ken Griffey Jr.'s Slugfest	Sports
Monaco Grand Prix	Racing
Quake 2	Action
Rat Attack	Action
July	
Animaniacs Ten Pin Alley	Bowling
O.D.T.	Action
Michael Owen's World League Soccer '99	Sports
Wild Metal Country	Action
Jungle Bots	Action
Hybrid Heaven	RPG
World Driver Championship	Racing
Shadowgate 64: Trials of the Four Towers	Adventure
Command & Conquer	Strategy
Assault	Action
Tonic Trouble	Platform
Shadow Man	Action
WWF Attitude	Sports
Harrier 2001	Simulation
Rugrats: Scavenger Hunt	Platform
Earthworm Jim 3D	Platform
August	
F-1 World Grand Prix II	Racing
Pokemon Snap	Simulation
Jest	Platform
WinBack	Action
Charlie Blast's Territory	Puzzle
Lego Racers	Racing
Monster Truck Madness 64	Racing
In-Fisherman Bass Hunter	Fishing
Caesar's Palace	Gambling
September	
Jet Force Gemini	Action
Snowboard Kids 2	Racing
The New Tetris	Puzzle
Harvest Moon 64	RPG
Looney Tunes: Space Race	Racing
Tasmanian Express	Platform
Blues Brothers 2000	Platform
Ogre Battle 3	Strategy
Bomberman 2	Platform
X-Men	Fighting
Gex 3: Deep Cover Gecko	Platform
October	
Mario Golf	Golf
StarCraft	Strategy
Tiger Woods Golf	Golf
Rayman 2: The Great Escape	Platform
Grand Theft Auto	Racing
Gauntlet Legends	Action
Blitz 2000	Sports
Roadsters '99	Racing
NFL Quarterback Club 2000	Sports
Ready 2 Rumble	Sports
Vigilante 8: Second Offense	Action
Jeremy McGrath Supercross 2000	Racing
November	
Pokemon Stadium	Simulation
Donkey Kong 64	3D Platform
RC Re-Volt	Racing
Rainbow Six	Shooter
Xena: Warrior Princess	Adventure
Hercules: The Legendary Journeys	Action
WCW Mayhem 99	Sports
Montezuma's Return	Platform
Hydro Thunder	Racing
DethKarz	Racing
Road Rash 64	Racing
Resident Evil 2	Action
War: Final Assault	Action



This month the N64 Gamer crew reveal what chickens they really are and tell us their most terrifying moment...

Narayan "Don't look at me" Pattison – EDITOR

One morning I discovered to my horror that I had completely run out of my 'Super Hold' hair gel. I was forced to spend the whole day with my hair hanging forward. How do you people do it? It freaked me out.

Fave Games: Perfect Dark - Finally.

Troy "Pig Runner" Gorman – DEPUTY EDITOR

One day, when I was about ten, I was hanging out at my friend's farm with nothing much to do. It was on a particularly stupid afternoon in which we invented the idea of "pig running". This basically meant running into the pig sty, antagonizing the swine and jumping over the fence before the porkies could bite you. It was all fun and games until I fell face first into the mud, with a pig bearing down on me. If my friend wasn't such a good shot with a rock aimed at the hog's butt, I wouldn't be here today.

Fave Games: Goldeneye



Hugh "I'm so cool" Norton-Smith – WRITER

One day after beating Narayan at Goldeneye (you wish - Ed.) and doing my happy dance, he was so angry that he said "You think you're so damn cool, Hugh, but you're not". Let me tell you, my heart sank. Could this be true? I ran into the bathroom crying like a girl. Fortunately, I spied myself in the mirror. One look into my baby blues convinced me that not only am I cool but gorgeous as well.

Fave Games: Golden Nugget and Milo's Astro Lanes

Jack "I love animals" Curtis – WRITER

My scariest moment happened last time I visited Taronga Zoo. Suddenly, for no apparent reason, I was accosted by a horde of African desert monkeys. The next morning I woke up bruised from head to toe in the Galapagos Turtle cage. The zoo keeper tried to blame me for entering their compound. The nerve! He didn't even try to get my clothes back. Also, sometimes, I wake up in different places around Sydney dressed in my mother's clothes. Well, that's not really scary. Actually, I think it's pretty cool.

Fave Games: Dual Heroes and War Gods



Arthur "Magnum PI" Adam – SENIOR WRITER

As an ex-private investigator, my last job involved tailing Saddam Hussein. It wasn't long before my cover was blown, as convertible Ferraris aren't common in Iraq. The first thing you learn as a PI is: a) never offer any true information, and b) always order martinis, shaken, not stirred. I told him I was an American and that I had taken a wrong turn off the M3 Motorway. Saddam wasn't convinced and started administering Chinese-burns. Lucky for me, I was able to reach my intergalactic laser watch and cut myself free.

Fave Games: Smash Bros, Goldeneye, WCW/NWO Revenge

Alen "I'm Blind" Trivuncevic – WRITER

If there's one piece of advice that I can give you, it would be to NEVER, EVER go on a blind date. My worst nightmare had come true when my brother's ex-girlfriend hooked me up with a chick at her work. Naturally, I asked for some background info about her and I was told that she was a very nice, decent girl. But when I actually went to meet her, she turned out to be the ugliest, buck toothed scrag I had ever seen (and that's putting it nicely). To make it even worse, her favourite hobby was drinking beer and watching the footy. Now that would be cool if she was a dude, but for a chick.....c'mon.

Fave Games: Castlevania, Bust A Move 3, NFL Blitz

Star Wars Episode One: *Racer*



Arthur Adam likes to compete against equals, that's why he likes to race against an eight year old Anakin Skywalker.

There's a theory going around that the universe isn't really that big at all, it's just that everything inside of it is quite small. Nevertheless, within this strange cosmos of ours lay a plethora of life forms that have one thing on their minds, to be the best damn racing driver there ever was.

Two simple words, "star" and "wars", strung innocently together, are capable of causing highly irregular heart palpitations in most movie buffs around the globe. Even non-fans of the Star Wars universe can not dispute the fact that the movie has changed the way most of us



look into the heavens. Well, with Star Wars fever crashing into our lives once again, it's no wonder that LucasArts are planning an intergalactic assault on the video gaming community. Therefore, let me introduce you to their latest game of many to follow, Episode One: Racer.

Finally, a Star Wars game that doesn't bite

WHILE SHADOWS OF THE EMPIRE was, let's face it, an open handed slap in the face for Star Wars fans, and Rogue Squadron not quite the game

we were hoping for, LucasArts have at last redeemed themselves with Pod Racer. The difficulty with most games revolving around the Star Wars series is that they have the unjust muscle to offer a fairly mediocre game, the ability to grab healthy sales. So the question is; would this game be any good if you removed the Star Wars hype and seductiveness? The answer simply is 'yes'.

Forget about the offensive speeder bike levels in *Shadows of the Empire*, Pod Racer shows us that velocity is a new ally in the world of LucasArts gaming. The first thing that struck me when I powered up the office Nintendo, was the PC style presentation of the game. I'm not talking your pansy Pentium 100's, but rather your slick high end PCs. The graphics and speed of the game drew everyone to the television set, like jawas to scrap metal. From the moment you begin playing, you recognize that the game has an ambience akin to the movies it was spawned from. From the climatic music of the intro, to the highly detailed visuals of both the backgrounds and crafts, this game has class.

What is a pod?

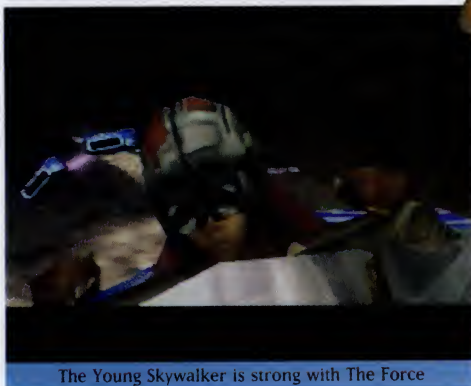
POD RACER is a recreation of initial sequences from the Star Wars prequel, Episode One: Phantom Menace. Somewhere between *Mad Max* and *F-Zero X*, pod racing is quite a popular past time for the extraterrestrial community and numerous races take place on a variety of planets. Although there



The industrial level includes Forsaken-like tunnels

are no weapons involved, this race is combative, so the occasional nudge to an opponent doesn't go astray. One of the races takes part

on Tatooine and is orchestrated by our bucket-assed felon, Jabba the Hutt. The vehicles themselves are hovering, chariot-like machines and are raced by aliens from all corners of the galaxy. Pod racers may resemble Datsun 120Ys, but accelerate like a cat on fire. These backyard built vehicles are so powerful that a crackling force of energy, known as a mag beam, is essential for holding them together. Only the nimblest aliens are capable of controlling these rockets. Because humans are such clumsy imbeciles, their reflexes and skills aren't considered proficient enough to tango with other racers. Enter Anakin Skywalker, the ankle-biter version of an asthma inflicted Darth Vader and the only human competitor capable of harnessing the power of these 600mph plus machines. With a good grasp of The Force, Anakin is able to leave his alien opponents in a cloud of space dust. Young Vader is not the only char-



The Young Skywalker is strong with The Force



The game captures the feel of the movie perfectly



Hey, wait for me!



The prize for winning on Tatooine is a McDonald's Happy Meal



The racers fly just as pods would if they were real



The greatest feeling of speed comes when using the in-cockpit perspective



acter you can choose from. Unlike the movie, the game hosts more than eighteen racers. There are twenty creatures, with heads resembling kitchen appliances, that you can control. Although I find their odd appearances quite normal when compared to the meatheads around the N64 Gamer office. Of course, all characters are not accessible from the start, forcing the player to brush up on his pod skills to earn extra characters and pods.

Takin' it to the pits

A WELCOME TOUCH to the game is the introduction of maintenance, upgrading and customizing of your pod. You can tweak acceleration, traction, turning, top-end speed, brakes, cooling systems and repair times. In between each race you will be given the option to inspect your pod racer in the hangar. You can have a good look by moving around your pod racer in 3D using the analogue stick. The pods look perfectly detailed, right down to the emblems, interior and mechanics. I spent a considerable amount of time just browsing around the hangar. The next thing you can do is visit the spare parts alien, who runs a junkyard. Strangely, he sounds like a cross between a Muppet and an Italian and splutters sayings that are quite funny, like, "They come here, they look around, they



"Mummy, can I please have a pod racer for my birthday?"



The high resolution allows for a detailed view of the field.

FIRST PLAYABLE POD RACERS



Anakin's pod

Before Anakin donned a stylish black costume, he was a pretty good pod racer. His space chariot is a good all rounder, despite the fact that it's lacking a little in acceleration and top end speed. Easy to manoeuvre.



Dud Bolt's pod

A creature that's somewhere between Daffy Duck and a beetle, Dud Bolt didn't get his name for no reason. His vehicle is an undesirable one to use. This pod needs plenty of customizing before its going to show any results.



Ebe's pod

Looking like a rogue teletubbie, Ebe's vehicle is better in most respects than Anakin's. His downside being that better air-brakes wouldn't go astray. Good for beginners.



Gargano's pod

An unfortunate looking sod with four arms, Gargano's pod not only needs new air brakes, but also a new engine cooling system. Don't push this baby at top speed for too long or you will end up in the side of a mountain.



Mac's pod

A humanoid alien with a huge lump on his forehead, Elan Mak's space chariot needs more attention than Dud Bolt's. Lacking heavily on top end speed, acceleration, air brakes and cooling system. Poor sod.



Ody's pod

Looks uncannily like one of Link's townsfolk. Ody Mandrel's vehicle is suitably equipped. The only downfall is that his craft is a little on the slow side when it comes to top end speed. Nothing that can't be fixed though after a few races.

never buy! Why they never buy?!" You can even buy repair droids. The more you buy the quicker your repairs between races. Upgrading your pod racer requires a bit of thought, as super fast engines are no good on a hazardous twisting track and top-end speed is dangerous if you haven't got the appropriate cooler systems.

All events take place on eight different worlds and are arranged together in tournaments that take you around the far reaches of the universe. A fourth placing or better is required to continue the tournament. Each track is quite lengthy and each has alternate routes to pick from. Certain actions on each track will

result in an outcome. Some tracks will open new passageways or the forceful engines of your pod racer may set off blistering lava eruptions due to the unstable terrain. There are obstacles like boulders and asteroids that will leave you in a puddle of sweat as you try to manoeuvre about them at lightning speeds.



Pod racing is a violent sport. Look at that blood soaked road



There is no fog and very little pop-up



Use The Force, Young Skywalker

THE WORLDS OF THE STAR WARS UNIVERSE IN ALL THEIR GLORY



▲ **TATOOINE** — Home planet of the Skywalkers and the infamous Jabba the Hutt.



▲ **ANDO PRIME** — Similar to Hoth from the Empire Strikes Back. Make sure you bring your woolie underpants.



▲ **AQUILARIS** — A water planet. Race through tunnels that wind about under the sea.



▲ **MON GAZZA** — A polluted industrial city with spectacular lighting.

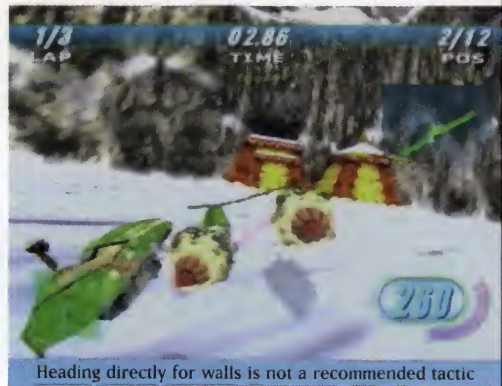
Each unique region will also play havoc on the physics of your pod racer. Icy sections may induce your pod to slide and on some tracks you'll end up racing in zero gravity fields, making each race uniquely challenging.

Faster than Lando Calrissian

AS MENTIONED EARLIER, this game has been injected with a healthy amount of speed. Only

seldomly does the slightest amount of slow-down appear, albeit this has no effect on the enjoyment of the game whatsoever. If you play racing games like me, you won't want to take your finger off the accelerator. I had to train myself to accept the fact that my pod racer did in fact have brakes and that occasionally braking was required. And don't even think about spending a second to glance away from the

screen, because you'll end up wedged in the side of some mountain. The perception of speed in this game is incredible. The only other game I have played on any system that has given me a sense of velocity is F-Zero X. Although F-Zero X is faster, Pod Racer makes up for this with its extensively detailed backgrounds. You'll be speeding through glacial caverns, industrial cities, arid deserts, volcanic ter-



Heading directly for walls is not a recommended tactic



Only your podding skill can save you from becoming an icicle



Watch out for the cameo appearance of 1080's Panda



The U-shaped bar on the right is the pod's turbo charge meter



Last one to the finish line is a rotten egg



The speed of F-Zero with hi-res graphics

rain and more. There's also an impressive sense of scale when touring about some of the tracks, from mountains and monuments to buildings, which in the end add to the overall tremendous sensation of the Star Wars universe. With huge structures looming on the horizons, you will notice that there is a distinct lack of fog, which generally infests N64 games. Any fog in the game is pushed way into the background and if

seen is used for atmospheric flavour rather than hiding anything. With the detail involved and speed offered within the game, it's incredible that fogging isn't a major issue here. There are also four views you can ride your pod from. They are; a close-behind view, a far-behind view, a bonnet cam and in-cockpit view. It's a matter of personal preference which one you want to use, as mastering the game can be done using any view.

Unfortunately, the music in Pod Racer isn't as thick as in other Star Wars games. The lack of it removes some of the Star Wars shine. This isn't to say that the game sounds aren't any good, because they are. Screaming pod engines and other racers cursing lewd remarks at you as they hurtle by in their turbo-charged buckets, all add to the realism.

Another bummer for this game is the lack of a four-player mode. LucasArts had to restrict the multiplayer mode to two people only, to keep the game moving at a decent frame rate.

SECOND OPINION

After kicking Arthur's ass for several hours I came to two conclusions:

1. This is one of the best racing games I've ever played, and
2. Arthur is totally crap at video games requiring anything approximating co-ordination.

— Tim Adam



BUY IT. BUY IT NOW.

For anyone who likes racing games, this will make a valuable addition to your N64 library. The feeling of speed and precise handling of the pods make this a brilliantly addictive game. The varying difficulty levels make it perfect for both apprentices and Jedi masters. And, for anyone who doesn't like racers, buy it anyway. It's not a standard simulation or arcade game. As pods are fantasy vehicles, there is a lot more freedom of design which has been used to create a unique game. This has all the right ingredients; speed, graphics, Star Wars characters and a lack of fog. With a huge range of racing games on the N64, this one is up there with the best.



THUMBS UP

- Disappearing points pushed way back with minimum fog
- It's a Star Wars game

THUMBS DOWN

- Music is minimal
- Crash scenes are not convincing
- Jabba the Hutt isn't a racer



PUBLISHER: NINTENDO
DEVELOPER: LUCASARTS

GENRE: RACING

RELEASE: JUNE

PRICE: \$99.95

RATING: G

PLAYERS: 1 - 2

RUMBLE PACK SUPPORT: YES
SAVE GAME SUPPORT: IN CART

GRAPHICS



SOUND



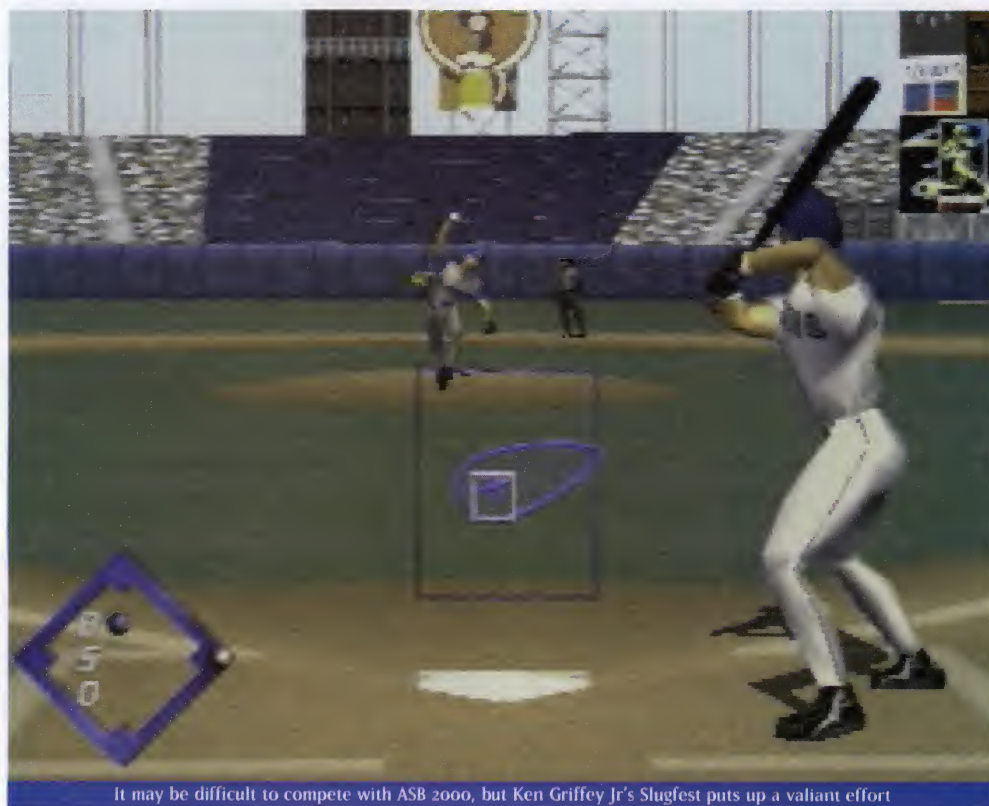
GAMEPLAY



OVERALL

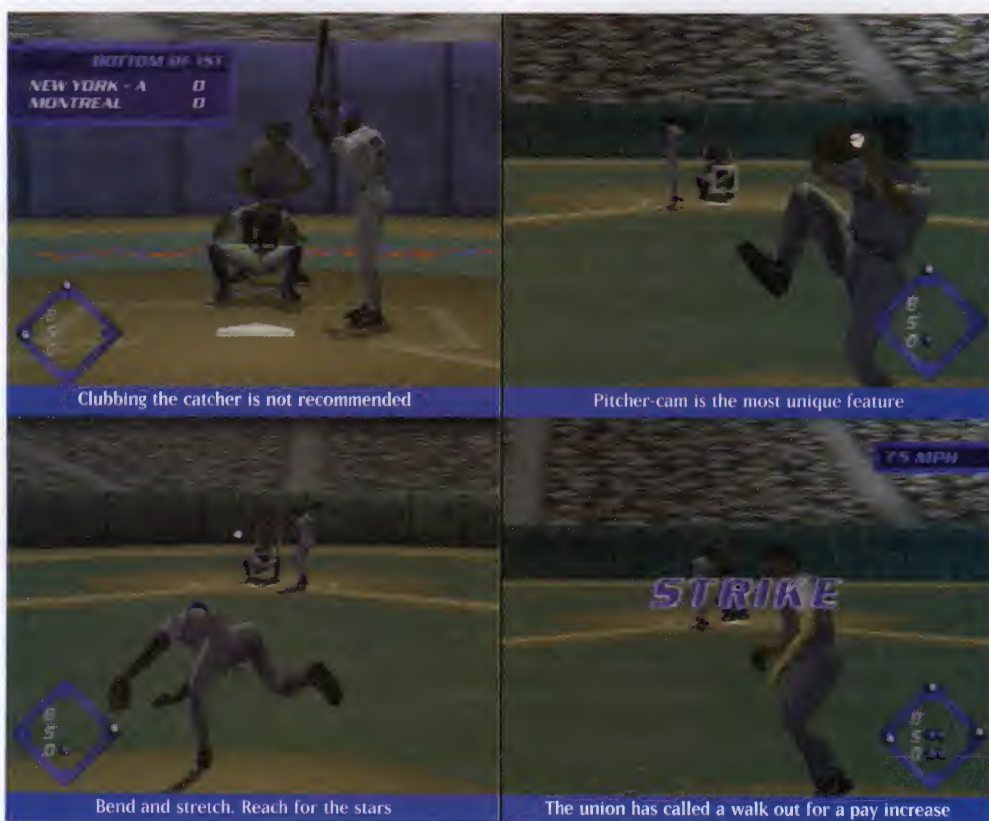
9/10

Ken Griffey Jr's Slugfest



It may be difficult to compete with ASB 2000, but Ken Griffey Jr's Slugfest puts up a valiant effort

Having finally made it to the Major Leagues, Michael Griesser throws his best curve ball

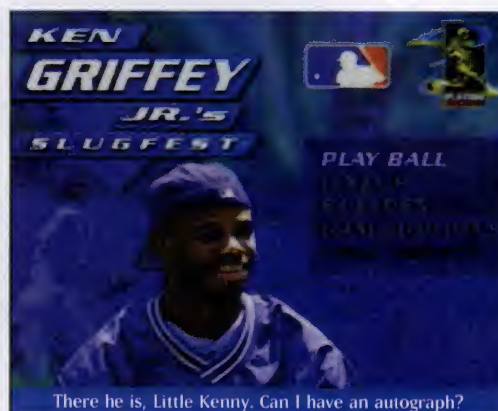


Clubbing the catcher is not recommended

Pitcher-cam is the most unique feature

Bend and stretch. Reach for the stars

The union has called a walk out for a pay increase



KEN GRIFFEY JR's Slugfest is the sequel to last year's Major League Baseball.

The first title wasn't terrible, but it fell a fair way behind All Star Baseball 99. With a fancy name, like Ken Griffey Jr, Nintendo had to improve their ranking for the World Series championship. Ken Griffey Jr is a big time player for the Seattle Mariners and one of their best hitters. With KGJr's Slugfest the question on everyone's lips is, are we gonna have a slugfest or a strikeout?

Ken Griffey Senior

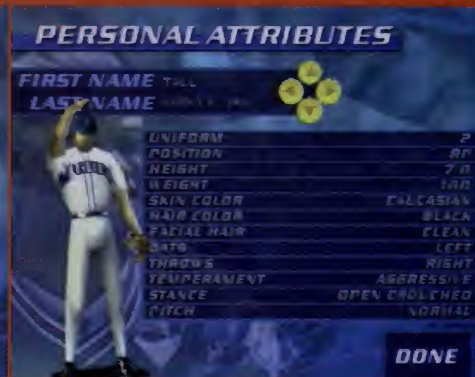
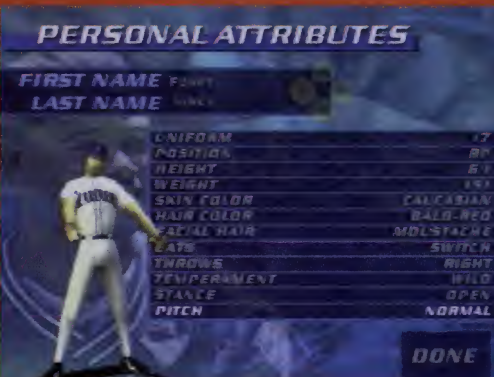
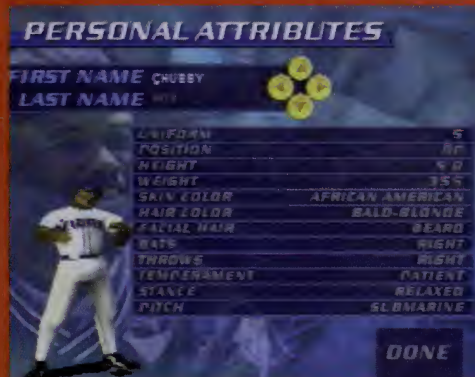
MOST SPORTS GAMES have a variety of modes and KGJr's Slugfest is no exception. There is a choice between exhibition games, a season, a world series and a home run derby. My advice for the rookie baseball gamers is, go to the home run derby first. The pitchers mainly throw lollipops and you can get some confidence smashing the ball because in the real game, there's no candyman dishing up sweet treats.

The batting interface is quite well done as you have the option of a pitch indicator. This way you won't just be guessing where the ball will go. After the pitcher has selected where he will pitch the ball, he chooses one of the four pitches and then may change the direction of



All the major stadiums have been included

CREATE YOUR VERY OWN BASEBALL PLAYER



Create-a-player allows you to be serious and create accurate players, or if you're a but nutty, like me, and want to fool around with some crazies, you're well catered for. You can go on to set player's attributes making your player a

superstar, an average player or totally, destined for the minor leagues. Whether you want to have nice pork chops, be bald or look like you've been to an all you can eat Pizza Hut, you'll have a lot of fun with the player creation mode.



the pitch again. The batter needs to quickly move the batting cursor to where the ball is moving to and press the hit button. If you are unsure about belting the ball, you can try your luck with the bunt. When pitching, the user decides on the pitch by pressing the appropriate A/B and for some, the combination of the Z + A/B buttons. The most important aspect of pitching is to remember that pitchers get tired. You need to go to the bullpen and substitute your pitcher when his fastball suddenly becomes a slowball. Unlike All Star Baseball 2000 there is no need to warm up the pitcher, just select the pitcher and starting making some heat. If your team can bat and pitch but can't field, you'll be in the minor leagues very soon. Thankfully, KGJr's Slugfest doesn't make

fielding too difficult. One of the beauties of the N64 controller is that the C buttons are in the shape of a baseball diamond. So wherever you are in the field, just press the C-button of the base you want to throw to (look, if your confused, peek at your controller now). Unfortunately, when a powerful throw to a base is in need you're stuffed. KGJr's Slugfest doesn't have a power throw button like All Star Baseball 2000, so forget about putting some pepper on that throw. With any good sports game, the endorsement of the appropriate league (in this case the Major League Baseball Players Association) is the cherry on the sundae. All players have uniforms just like the big leagues, the logos are evident throughout the game and the stadiums are pretty fine replicas.

Without the authorization of a league, games such as Madden 64 don't have that polish that can make the difference between a good game and a great game.

Rollercoasting Crowd

THERE IS A DEFINITE graphical improvement over KGJr's MLB. The graphics aren't nearly as blurry as the first game, the players look human instead of like blurry polygons. The detail and sharpness of the stadiums show off the N64's power. I love those waterfalls at Kansas City. Whatever you do with this game, try not to look at the crowds. It



The realism prevents every hit from being a home run



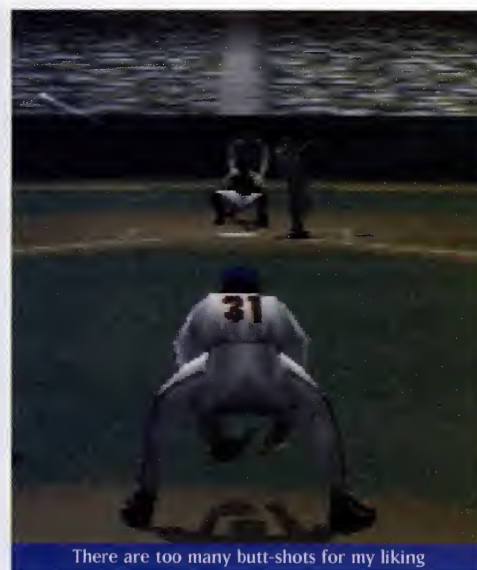
Safe!



Showing his moves at the half time dance competition

looks like some curator has got his ride on roller and done thousands of laps around each stadium! With an expansion pak the graphics run in even higher resolution, making the graphical facelift on KGJr's Slugfest even more noticeable. Player animations are good and sometimes humorous, just look at a batter's reaction after he strikes

out. My favourite player animation occurs when hitting a home run, the boys in the bullpen cheer like animals, and depending on the player's emotion rating, he will jump emphatically on the home plate, wave, flex his fists or perform some other antic. Other good animations include how a batter reacts to a ball, if the it almost hits his noggin,



There are too many butt-shots for my liking

he ducks and if his legs are about to get a nasty bruise, he'll attempt a pathetic hurdle.

"Hotdogs"

WHEN ENGROSSED in a baseball game on TV, one aspect you really notice is the wacky commentary, KGJr's Slugfest recreates this, oh so well. The speech isn't the clearest I've heard but, none the less, it's pretty darn funny. After hitting another home run, I heard "Get out the rye bread and mustard Grandma" or in general play he may yell "Fantastic play, unbelievable" and "We've got a real nailbiter". This is great as big plays deserve big emotions. The announcing of the players is adequate and clear but nothing



The pink hat is very magical



Nice day for a jog

HOME RUN HEROES



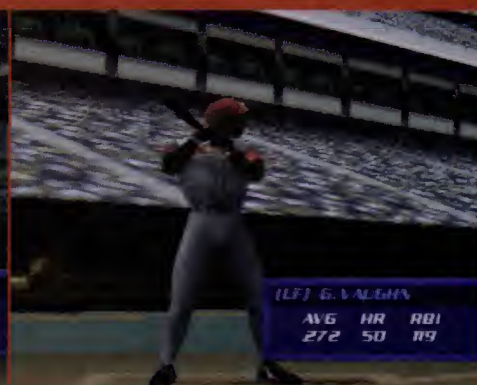
ALBERT BELLE:

The alarm bells are ringing when this guy is batter up. Quick, get those outfielders to stand on the fence!



FRANK THOMAS:

Big bad Frank. This guy had a baseball game called Big Hurt. Pitch some lollypop and you'll be hurting all right!



GREG VAUGHN:

Ho hum, not a fancy name but 50 with homers, who cares?



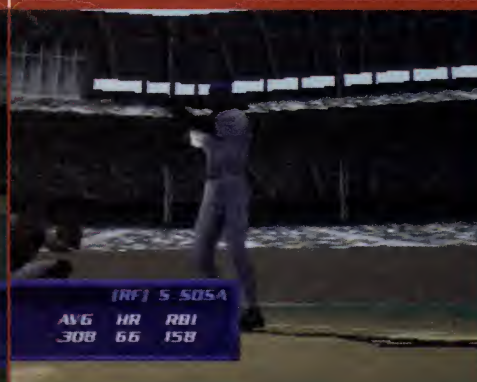
KEN GRIFFEY JR.:

Hey, here's our man. Junior, Senior, it doesn't matter. Home runs will be a-plenty for Mariner fans. And even better, he's a left hander.



MARK MCGWIRE:

Seventy home runs in a season. Phenomenal! Broke a long lasting home run record and had America on its feet.



SAMMY SOSA:

Mark McGwire's rival, well, at least when it came to hitting homers. Sammy almost pipped Mark for most homers in a season last year.

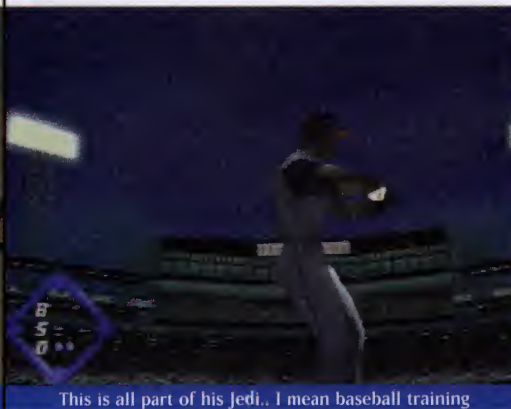
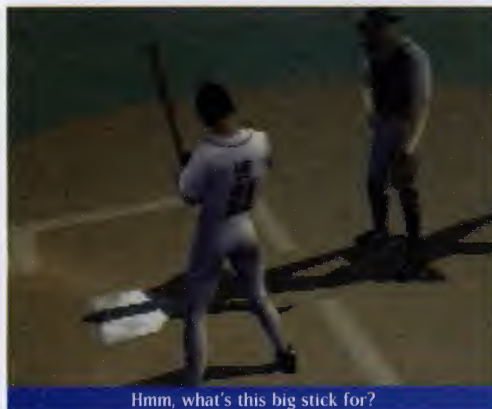
spectacular. Other people add to the atmosphere, vendors shout "Hot dogs over here". The vendor is joined by other aural affects such as cop sirens blaring and trains rattling along. Thankfully, the Umpire adds a lot of enthusiasm to the game with his over-the-top "Ouuuuutt" call. There are also some funky tunes when going in to bat. Sound wise, I guess you just

can't expect too much more from a baseball game.

Get ready to rumble

WELL, NOT QUITE! However, this game does support the rumble pak. It is rather inconsistent though. On some occasions you actually feel the rumble of the opposing team. Although, it does

feel good when smashing a ball (it's almost like being there). Another good feature sadly missed in KGJr's is an instant replay. What's the point of hitting a home run in row F if I can't rub it in my mate's face? One of the great features of the N64 is the ability to alter camera positions. KGJr's Slugfest offers only one camera angle option. You can view the game from behind the





"When you're finished chewing gum, throw that ball this way"



Batter stats pop up when they leave the bunker



Celebrations follow homers

pitcher or choose the camera angle used in most baseball games (the batter's view). Personally, I think the new pitcher's camera is innovative as you feel as though you're the pitcher. It would be fun to choose from a variety of camera angles to add lasting appeal. The chosen batting camera angle is good, but why not take better advantage of the N64's capabilities?



Did I mention I fly out to E3 in two days?

SECOND OPINION

Ken Griffey Jr's Slugfest is a massive improvement over the original title which was, to put it nicely, a pile of tosh. Acclaim's ASB games have really raised the bar when it comes down to what is expected from a baseball title on the N64. Ken Griffey has lifted himself to the challenge but unfortunately falls a little short.

While it's true that this is a very good baseball game, there are better games, of this genre, available. This game is suitable for simulation-intensive fans and casual baseballers but I suggest trying out a few different games before settling on any particular title.

- Troy

BATTER THAN THE ORIGINAL?

The game is pretty good and it's an improvement on the first, but you must be thinking "Is it hard? Am I going to throw the controller at the N64 every time I get struck out?" The answer is, not quite. At first it is tricky to get hits on base but after a few goes it's pretty easy to pick up. Ken Griffey Jr's Slugfest is a fun game to play. While it may not have some of the deeper features of games such as All Star Baseball 2000, it's a game that will entertain most sane gamers. The graphics have had a facelift, the gameplay is fun and the sound had me chuckling so much, people must have been looking at me strangely. If you've already got ASB 2000 and you're after some more baseball-related tomfoolery, grab a copy.



THUMBS UP

- A great variety of sound effects.
- Good, fun gameplay with plenty of lastability.
- Improved graphics over the first title.

THUMBS DOWN

- The pathetic crowd graphics.
- Lacking some options such as different camera angles.



PUBLISHER: NINTENDO
DEVELOPER: ANGEL STUDIOS
GENRE: SPORTS
RELEASE: TBA
PRICE: \$99.95
RATING: G
PLAYERS: 1 - 4
RUMBLE PACK SUPPORT: YES
SAVE GAME SUPPORT: IN CART

GRAPHICS



SOUND



GAMEPLAY



OVERALL

8 | 10

STAY  TRUE



ALL SHOES DIE.

**THE LEAST WE CAN DO IS MAKE SURE
THEY DIE A SLOW LINGERING DEATH.**

The Chany Jeanguenin signature shoe.



God damn, that's a big, fat ass



Charlie lets another one rip. An explosion, that is



The graphics are crap. Don't worry it suits the game

CharlieBlast's Territory

As a form of initiation, we promised James Ellis we'd set him up with a hot date.

Instead, he was given a game featuring an overweight, middle aged builder

PUZZLE GAMES ON CONSOLES have always faced an uphill battle. Compare a game like Goldeneye with its multiple missions and covert atmosphere against even the most respectable puzzlers like Tetris and Bust-a-move, and most will just point and laugh. However solid puzzlers have usually had an edge over most other genres in certain areas of gameplay, namely addictiveness and longevity.

Ma can I blow some stuff up?

In CBT you take the role of inbred explosives employee of the month. For each puzzle

Chucky is placed on a new island composed of connected floating blocks. On these blocks are various types of explosive materials and attitude-changing spikes that pop up out of the ground and leave Chucky not feeling so lucky. Fortunately for society, you're a long way from shore so no one else will get hurt by the explosions, and this is even more fortunate for the programmers who didn't need to add in any sort of background scenery whatsoever.

The game greatly reminds me of one of the puzzles in Zelda, where Link had to push and pull large cubes of ice around a maze via very

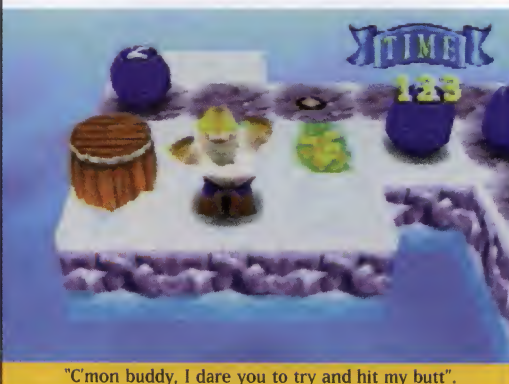
specific routes so the ice wouldn't fall down a gorge. Similarly, Charlie must position explosives around the main detonator so he can blow them all up at the same time. As the levels advance, newer objects and bombs appear, such as more powerful bombs which can trigger other explosives from further distances, or the automatic detonation bomb which must be touched every so often to restart its countdown timer.

Overall the game possess' a fresh concept, offering something new from the jigsaw matching puzzles we've seen so far. The game is quite a different experience to games like Tetris because it moves at a much slower speed and emphasises strategy over reflexes. All in all this means that there is a lot of staring at the TV screen with the game paused, whilst you work out your next move. This makes solving the puzzles easier but results in a fairly dull, adrenalin-free experience. In an attempt to remedy this Realtime Associates have put a time limit on each level, but this hardly piles up the pressure as there are infinite continues and a password save after each level.

The difficulty curve is quite good, however, teaching the player the necessary techniques



If Charlie slips on the ice he has no chance of standing up



"C'mon buddy, I dare you to try and hit my butt".



If you like puzzle games check this out



Has anyone seen any backgrounds around here?



Be careful or you'll cop a spike up your bum

to conquer the game's later challenges that would give even the most astute academics a headache.

Although each level does require different tactics, the overall objective remains the same. When you combine this with the game's password system and infinite continues, it just gives players an excuse to walk away, and I think that only die-hard puzzler nuts would bother continually coming back. That's not to say the single-player game is total rubbish, I mean there is a slight feeling of accomplishment after completing a level, but it just doesn't have the same intensity and addiction that the other puzzlers (or indeed games) on the N64 have. With sixty levels, over five worlds, CBT is a game that many couldn't be bothered to complete.

Another nail in Charlie's coffin is the control of the bomb. Instead of having a system where you hold down a button to push the bombs, it just happens automatically when you

walk into them. This makes it all too easy to accidentally push the bomb in a bad direction. Often, you'll find yourself working the puzzle out, and then taking another few minutes to go through the level at the safest possible speed to ensure that you don't make any frustrating blunders. Still, Realtime and Kemco did include something that all games designers should include - a multiplayer option.

Yyyyyeeessssss.....

ONCE AGAIN, a multiplayer option is the saving grace for this painfully average game. CBT's multiplayer option involves 1-4 players running around detonating bombs as they try to blow each other up (can anyone say 'Bomberman rip-off'?). The main aim is to claim as many squares on the level as possible by creating massive explosions which cover as wide an area as possible. The area that the explosion covers then turns the same colour as the corresponding players home plates.



The time limit is pointless due to unlimited continues



Have you ever dreamed of being a fat demolitions expert?



Palm trees are about as complex as graphics get in CBT. Count those polygons

There are two modes of play here, the first "Survival" means that if your character, however gets hit by an explosion you're out for the round, the second mode "Territory" means that if you're the victim of a nasty package by your opponents all your previously claimed territory is lost. Thankfully this multiplayer experience is infinitely more addictive than the single-player game. The control problems are of course retained in the multi-player mode, but the frantic pace of the game means you rarely have time to complain about it - or the lack of graphics.

Hello graphics... Where are you?

DESPITE THE STARTLING LACK OF GRAPHICS, the earlier levels have a bit of a Banjo-like feel to their textures, not a bad thing, (although Charlie looks like he had a bit of a rough night out and forgot to clean himself up in the morning). I will admit that I appreciate good graphics, and would have



Tetris, it ain't. The multiplayer game can be fun for stints

thought that with the minimum memory that the game takes up, some nice background graphics or even humorous cut-scenes could have been added. Still that is not the case and all you get is

SECOND OPINION

For me there are always three phases for puzzle games:

- 1) the feeling of extreme reluctance to actually play a puzzle game
- 2) the pleasant realisation after I begin playing that it's actually quite fun
- 3) the sight, 20 minutes later, of the control pad dangling over the desk of the vacated N64 setup.

Puzzle games can be a lot of fun in the short term, but their novelty wears off quickly, which means that since this isn't even a great puzzle game, it doesn't come very highly recommended at all.

- Narayan

the playing spaces, some trees as obstacles, some average water effects, and a couple of flames for the explosions. Nothing spectacular, but hey it's a puzzle game.

The sweet sounds of a Jackhammer?

THE SOUND IN THIS GAME is straight from retro video game heaven. From heaven because it's all dead. Mild annoyance is the key phrase here. Straight from a cheap MIDI keyboard to your N64. CBT's music isn't bad, but it is repetitive and could only be tolerated if you played it at a very low volume. The music does change from level to level but I challenge anyone to notice. Still as I said, it's not the worst music that I've heard from N64 games, but I have certainly heard better (Turok 2 anyone).

As far as sound effects go, there ain't many. Land fat-boy Charlie on a nasty object, and he'll let rip with one of his few feeble cries of agony. Of course the best sound effect is saved for the explosions, and they sound pretty decent, if a little muffled.



Could Charlie replace Mario as Nintendo's mascot?



Unless your a puzzle-nut, wait for a local release

BLASTS FOR LAUGHS

Overall Charlie's Blast Territory's one-player venture brings some original ideas to the table, but fails to capture any real sense of addictive gameplay. The game's full potential lies in its multiplayer option, but even that may get boring quickly with only five levels. Still, fans of the genre with friends that puzzle hard should consider tracking it down but you'd be better off waiting for it to be released locally. If you don't have a puzzling bone in your body, steer well clear.



THUMBS UP

- Original Concept may interest puzzle fans looking for something new.
- A pretty crazy multiplayer mode that is easy for everyone to play.

THUMBS DOWN



- Pretty dull single player mode lacks any possible long-term value.
- Controls aren't as tight as they should be.
- It will only appeal to die-hard puzzler fans and some multiplayer freaks.

PUBLISHER: KEMCO

DEVELOPER: REALTIME ASSOCIATES

GENRE: PUZZLER

RELEASE: NOW (AMERICA)

PRICE: \$120-\$140 (IMPORT)

RATING: G

PLAYERS: 1 - 4

RUMBLE PACK SUPPORT: YES

SAVE GAME SUPPORT: PASSWORDS

GRAPHICS



SOUND



GAMEPLAY



OVERALL

6 | 10

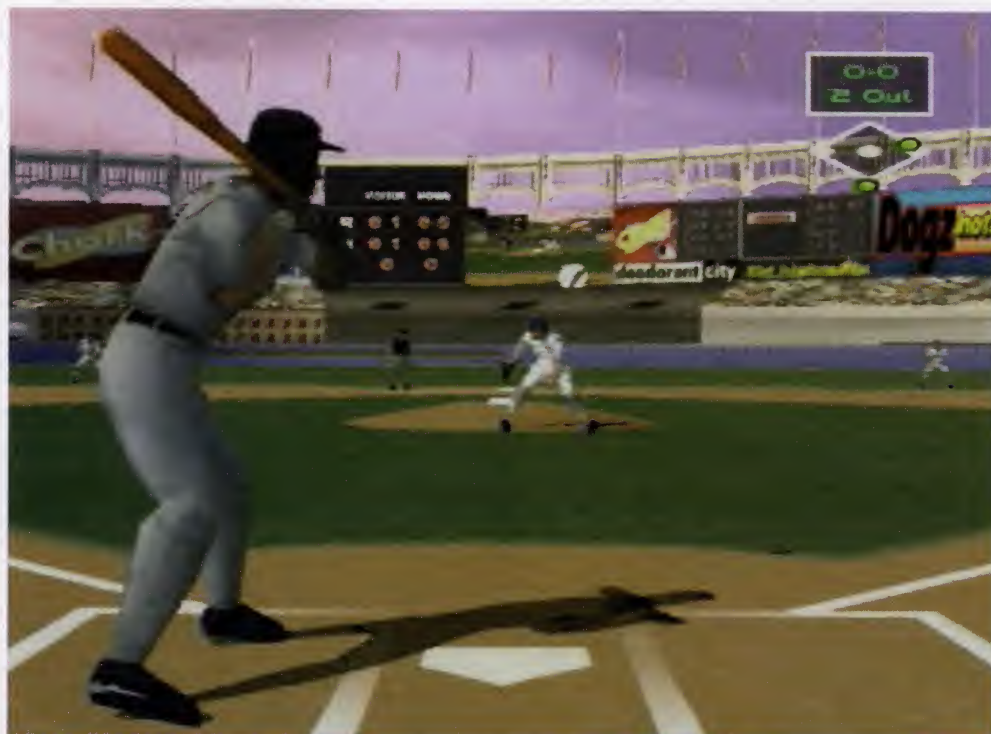


**A comprehensive guide to computer and
video gaming, Covering all games released in
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HYPER»

AUSTRALIA'S NO.1 VIDEO GAMES MAG



It may not be as pretty as ASB 2000, but Triple Play offers some innovative gameplay features to please hardcore fans.

TriplePlay 2000

Brett Wilkinson usually strikes out with the ladies, so we gave him a shot at EA's baseball sim.

WITH THE AWESOME-LOOKING All Star Baseball 2000 just released and Ken Griffey 2 on the way, EA have got some pretty stiff competition. Having said that, EA have a strong reputation for their slick looking and highly playable sports games. So, when Narayan mailed me Triple Play 2000 (he was too scared to give it to me in person because then I'd play him and kick his butt as usual) I unplugged my PAL N64 with ASB 2000 melted into the cartridge slot and hooked up my NTSC machine. A few minutes in, I realised EA have

put together a very detailed and smooth playing sim of the sport, that may even rival ASB 2000.

Bring on the Heat

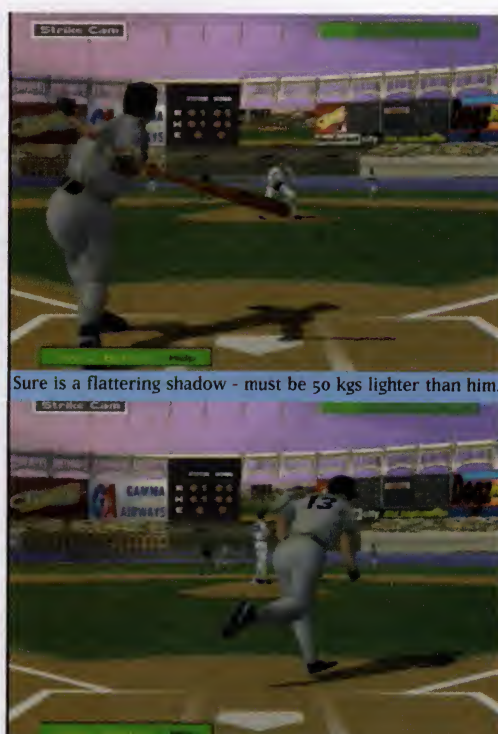
IF THERE IS ONE AREA in which Triple Play out-classes ASB 2000, it would have to be in the gameplay department. EA have included all the usual modes like Single Play, Home Run Challenge, Season and Team Management, but they've also thrown in some interesting extras like variable innings and the ability to adjust the length of the seasons and playoffs. The create-



You can almost smell the excitement in this pic.



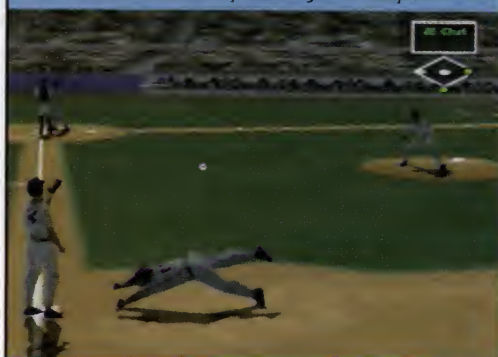
"C'mon buddy, I dare you to try and hit my butt".



Sure is a flattering shadow - must be 50 kgs lighter than him.



Did I mention I fly out to E3 in two days?



Oh well, back to work - I hope he's wearing a ballguard.

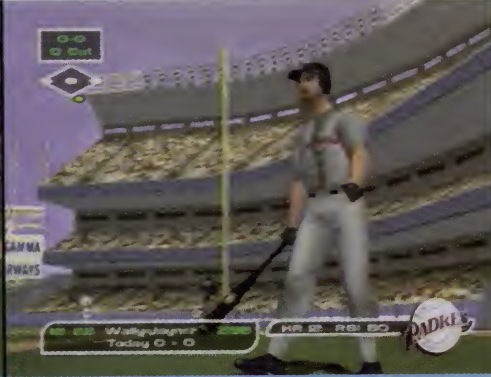
a-player mode is not as comprehensive as ASB 2000's but it does have some interesting additions, like a variety of glove colours.

It's not until you start playing the game that you realise that EA have spent a lot of time ensuring that the sim is as close as possible to the real thing. Batting is all about timing. There's no need to line up a box and a circle. You just need to time the swing perfectly. If it's a heater then it will come at you pretty quick, a slider will be a little slower, and a curve ball will take a lot of patience. Sounds pretty simple huh? Well, there're plenty of options that let you increase the difficulty. Changing the speed of the game is perhaps the simplest way to make it more challenging. Strikes may be a bit easy to score at the default speed but it provides plenty of fun for first-time players.

Pitching requires a little more skill. There is no ball marker until the ball is thrown which makes it a little difficult to aim. A nice way of balancing the control is to set the A button to throw a strike and the B button to throw a ball. I know everyone who has played a baseball sim



Get the feeling the crowd textures are just smeared paint?



Today we have a stadium record of over 32,000 paint smears

complains: "How the hell was I supposed to hit that ball when it went flying past me at 100 miles an hour?". Thankfully, EA have tried, and succeeded in fixing this common complaint with their new control system. When the ball is hit into the field, a series of arrows point the way to the ball, making for effortless fielding. Added to this is a flyball marker, so big, that no-one could miss the ball. This means that perfecting those stylish dives for the ball is totally basic (well, for anyone who's name isn't Narayan).

Smooth as a....

WATCHING A PLAYER make an off-balance throw or scale a wall for a catch is impressive to say the least. Fluid player animations like these and the sheer number of different sequences, make this a joy to watch. The Instant Replay allows you to capture all those unforgettable moments (or rather, the moments your opponent wishes he could forget). Being able to take out the catcher on home plate gives extreme satisfaction, especially for wimps like Narayan, who can only kick butt in his N64 fantasy world (keep laughing hippy, I'm sure

you'll enjoy reviewing Dual Heroes 2 next month - Ed).

I'm sure you're sick of me mentioning ASB 2000, but it must be said that the graphics in Triple Play are a definite step below ASB 2000's. Triple Play's lack of finer details like individual facial textures gives it a much blander look than ASB 2000.

Hey, this is the majors!!!

HAS ANYONE BEEN TO A MAJOR LEAGUE GAME? No? Well, when each player steps up to bat, his theme music is played. EA have managed to incorporate this into Triple Play so that everything is on offer from Pantera-style heavy metal, to rap, and even some boot skootin' country and western tunes. This provides a little more atmosphere than the old lady with the organ. The constant crowd participation also makes you feel like you're at a real ballgame. The crowd boos and cheers with each pitch and you can even hear crowd announcements like "baseballs hit into the crowd can be dangerous". There is also an annoying voice in the crowd continually giving you crap. Comments like "Do something" and "Hey, this is the majors" can get on your nerves but they add to the atmosphere. Enthusiastic commentary and the use of comical sound effects for furballs or the batter being hit by a pitch, will have you feeling so at home that you'll be waiting for the guy with the hot dogs to come around.



The high resolution allows for a detailed view of the field.

SECOND OPINION

Triple Play would make a worthwhile purchase if it ever gets released in Australia but it's probably not worth the hassle of tracking down an import copy of the game unless you're a drooling fanatic. Oh, and don't believe anything Brett says. It's just that being a huge baseball fan, he can't handle losing to someone who's never played the sport. Last time we played, I ended up having to call up his girlfriend to come around and comfort him because he was blubbering so badly.

— Narayan

WORTH ITS WEIGHT?

TRIPLE PLAY 2000 probably isn't worth the \$1500 plane ticket to America to buy it, but if you own an NTSC machine, there's a good chance you're a baseball fan (it is America's favourite pastime after all) and hunting down an import copy would be worthwhile. The depth of the simulation gameplay EA have crammed into this cart will definitely impress hardcore fans but ASB's better visuals and arcade-style gameplay will appeal more to most people. So, don't panic that the game may not be released in Australia. Triple Play does offer good competition but at the end of the day I was happy to go back to my copy of ASB 2000 and chuckle as I reviewed some of the replays in which I totally killed Narayan.



THUMBS UP

- The depth of gameplay achieves true simulation status.

- Various difficulty levels and

adjustable settings make this easy to play for beginners and challenging for experts.

THUMBS DOWN

- Where's the scenario option?
- What the #@!@ do you mean it's only a two player game?



PUBLISHER: ELECTRONIC ARTS

DEVELOPER: ELECTRONIC ARTS

GENRE: SPORTS

RELEASE: USA ONLY

PRICE: \$120 - 140 (Import)

RATING: G

PLAYERS: 1 - 2

RUMBLE PACK SUPPORT: YES

SAVE GAME SUPPORT: MEM PAK

GRAPHICS



SOUND

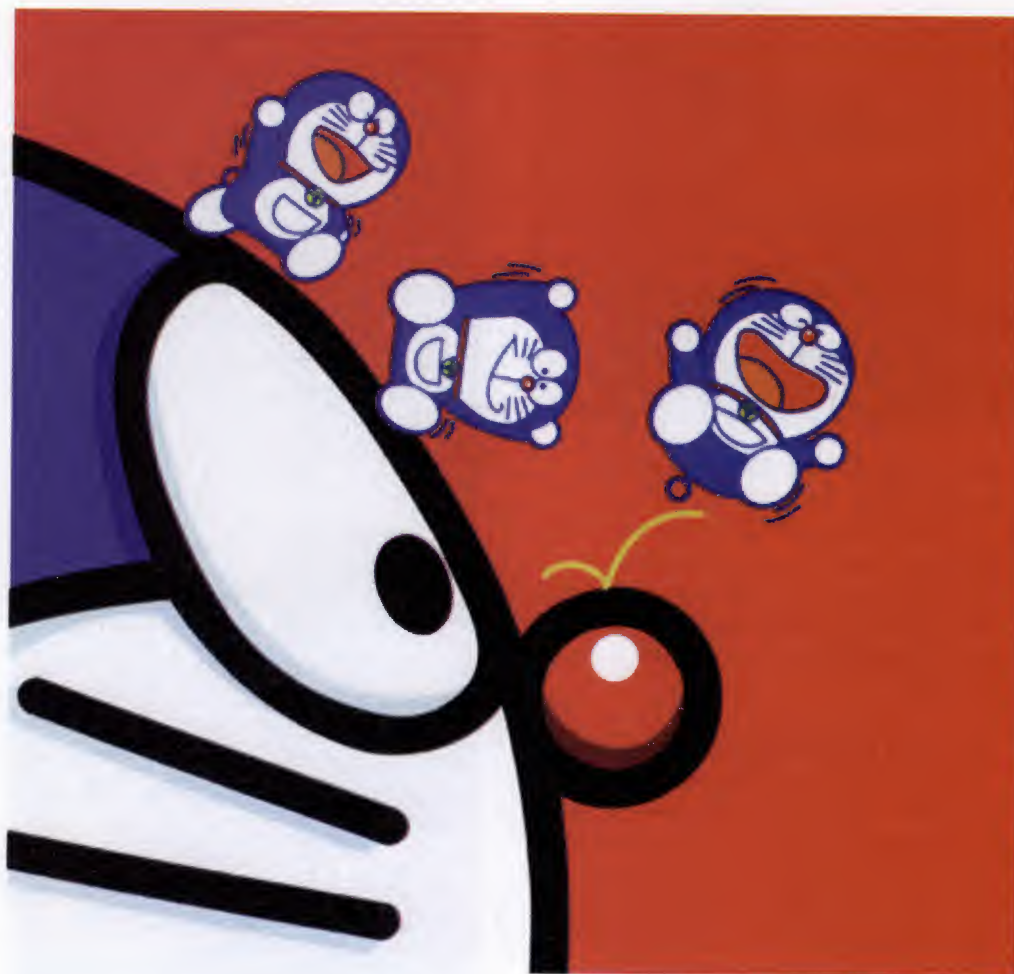


GAMEPLAY



OVERALL

8 | 10



Doraemon 2

Jack Curtis puts his ball handling skills to the test

THE FIRST DORAEMON was a highly acclaimed.... flop. Essentially based on Mario 64's graphics, playability and sound (in fact it was a complete rip-off of Mario 64), Doraemon succeeded in being everything that Mario 64 wasn't. In other words, Doraemon looked awful, played terribly, sounded hideous and overall, just plain sucked. Despite this, games that have no appeal to the West, often find a following in the East. Going on its previous performance it's unlikely that we'll see Doraemon 2 on Australian shelves

next month, but for those addicts who import anything and everything, here's the rundown.

There's not much to work with here lads...

SOMEONE HAS SLIPPED something into the drinks of Japanese developer/publisher Epoch, leading them to believe that Doraemon 2 is going to assume the throne of platform king. With a full name of "Doraemon: Nobita's Shrine of Light", just reading the title makes you realise that this



You can tell that this game is going to be action packed



Little Lucy always wanted to play in the field



Check out those colours. Green AND brown



Sometimes Doraemon daydreams about having ears



Pick a geek, any geek

ain't gonna happen. Doraemon was one of the pioneers of third party platformers, offering an alternative to mainstream Nintendo titles. Unfortunately, it wasn't much of an alternative. Following such a disaster, Epoch have supposedly gone all out to ensure that the mistakes of the past stay there. Doraemon 2 has incorporated some distinctly different aspects in its sequel.

The first, most obvious, change is that Doraemon 2 takes on more of an RPG perspective. In Doraemon, instead of being restricted to one character, there is a total choice of five characters. They range from a tubby, blue cat (not the most likely of heroes), to a tall geeky boy, to a short fat boy, and even a girl to keep the gender equality factor in there. At first glance, it's hard to imagine this motley crew completing a game of Connect Four, let alone an entire videogame, but that's it.

Each character has their own attributes and distinctive style. As you progress through the game it's necessary that you become accustomed to each character's abilities so that



Run, dinosaur, run



"Take me to your leader"

you know when to use them in each situation. This does offer a novel aspect to the game as well as increasing the skill level required to progress through the levels. Along the way, you'll pick up weapons and items to aid you in your mission. They don't follow any description whatsoever, covering everything from magic wands to sailing boats.

Someone show me the way to the power-off switch

The gameplay itself is very non-linear. It is often frustratingly difficult finding the right direction in which to go. I frequently found myself circling areas of hedges and grass looking for dynamite with which I hoped to blow myself into another review.

Just when you think you've found a path out of the "Secret Garden" it proves to be the same tuft of grass you were cursing at ten minutes ago. Doraemon 2 also requires backtracking and a lot of exploration. The action is very sparse, the game being more like a bush walk than a fun-filled platformer. In a very standard fashion it is like Zelda, but unlike Zelda it fails to include any action whatsoever, just lots of aimless wandering around. Don't get me wrong, this is fun - just not my kind of fun.

The snail's pace at which the game moves makes this even worse. Although your characters trot along at a healthy pace, you can't help but get the feeling that only a third of the required electricity is getting through to your N64. When playing it, I often found myself nodding off and examining the patterns of the carpet on the floor. Making your way through the game isn't difficult from the perspective of being brain testing, it's just

difficult from the perspective of "Who the bloody hell would have thought of that?". Sometimes it's so obvious that it's not. For instance, at the start of the game, after completing the obligatory thirty minutes of circling the same area, I came across a staff lying on the ground. Picking up the staff I had no clue as to what to do with it. It was only after trying it at every point in the first area, that I discovered it was meant for the large rock in front of where I found it.

Who got the Crayola set for Christmas?

The graphics in Doraemon 2 are hardly an improvement over its predecessor. The original game was criticised for being flat and uninspired. Unfortunately, Doraemon has passed the virus on to its relative. Although the sprites are more colourful and the characters look more solid, the game falls so far short of the visual accomplishments we saw in Banjo-Kazooie, that you want to cry.

Doraemon 2 also has that grainy effect that is used to mask the sharpness of graphics, making your eyes strain and eventually causing temporary blindness (something that you'll welcome with open arms after ten minutes of playing). It has incorporated a few enhanced techniques such as real time day-to-night transitions, like those featured in Zelda, but they just don't compensate for the dreary, uninspired graphics that the game displays.

Can't get enough of those 8-bit sound effects

That's right, the sound bites. An assortment of squeaks, yelps and the sound of small furry animals being set alight is just not going to cut it i'm afraid. Aside from not even sustaining a cutesy appeal, it renders the game so lifeless and plain that you'll soon be begging for an ear-bleed inducing dose of Celine Dion to put you out of your misery. Most of the noises seem to have been covered by the chime you hear in Windows 95. The music isn't as laboured, but is very much in the style of Japanese, cartoon-based RPGs. This means that the same three notes are played over and over on a xylophone, then expertly mixed with

AN EMBARGO TO BE PLACED ON ALL DORAEMON SHIPMENTS TO AUSTRALIA PLEASE.

I'm sorry but I'm quite unimpressed. I've witnessed my fair share of crap N64 games before, but nothing has made me want to strangle myself with the controller cord quite as much as this one. Maybe it's not as bad as GASP or other gaming travesties, but for some reason I really felt like subjecting the cartridge to a slow, suffering destruction. Maybe it's the adding disadvantage of starring a giant cat, which brings back sad memories of Channel Ten axing Fat Cat, but whatever it is, I hate this game. In case I've been too subtle up until now, I'll lay the cards on the table: DON'T BUY THIS GAME.....EVER!



THUMBS UP

- You can burn the cartridge to keep yourself warm.



THUMBS DOWN

- As well as every aspect of the game, the plastic in N64 cartridges is also toxic when set alight.

PUBLISHER: EPOCH

DEVELOPER: EPOCH

GENRE: PLATFORMER

RELEASE: NOW (JAPAN)

PRICE: \$120 (IMPORT)

RATING: G

PLAYERS: 1

RUMBLE PACK SUPPORT: NO

SAVE GAME SUPPORT: MEM PAK

GRAPHICS



SOUND



GAMEPLAY



OVERALL

4 | 10

SECOND OPINION

For once, I'm in complete agreement with Jack about something.

This game sucks harder than Monica Lewinsky.

- Narayan



Electronic Entertainment Expo '99

This year's E3 in Los Angeles was three days of gaming insanity. Every games company in the world was there displaying their



latest products in the immense LA

Convention Centre,

which covered more than a square kilometre of the city. The thought of all the hottest N64 titles for the next year being on the floor, and in playable form no less, was enough to reduce me to a constant state of awe.



Rare

DONKEY KONG 64

Considering that it was the Donkey Kong Country series that propelled Rare to superstardom and singlehandedly saved the ailing SNES, it's surprising that it took them so long to make the 64-bit sequel. Thankfully, they finally have, because this is one hell of a great game. There are a lot of similarities to Banjo-Kazooie's style, but Donkey Kong adds so much more. For a start there are now five playable characters



Donkey Kong 64

for you to alternate between and the game itself is a lot more varied thanks to a wealth of bonus levels and self-contained worlds. One minute you may be competing in a break-neck rail car race where you have to perfect speeding through the tunnels as quickly as possible, and the next moment you will find yourself practicing the precise timing required to swing from vine-to-vine across the canopy of the jungle. The bonus stages provide an excellent break to the standard action and can be highly amusing as well. I particularly like the target practice one where you have to splatter as many Kremlins with watermelons as possible.

The character's moves are also similar to Banjo's. However, as well as the standard attacks, Donkey Kong and his family pack some serious firepower. Diddy Kong can whip out two pistols and lay waste to the Kremlins and Donkey Kong has a shotgun that is capable of zooming in for those tricky shots. This game gives a new definition to the phrase 'big bosses'. I only saw a couple but they both impressed the hell out of me. The first one is giant robot that flies around the screen and periodically smashes into the ground, sending rippling shockwave in the ground, then it tries to incinerate you with its flamethrowers. The next boss you fight is an immense dragon on the top of a mountain, surrounded by lava. Every time you score a successful hit, he is knocked into the molten lava, then he spends the next minute flying around screaming as the flames lick off his butt. It looks amazing and is just one example of the incredibly high quality we have come to expect from Rare.



Donkey Kong 64

JET FORCE GEMINI

It was a given that Perfect Dark would be my favourite game of the show, but while I was expecting this to be great, I was absolutely blown away by the multitude of brilliant features Rare have managed to pack in. The game actually gives PD some competition as the best game. You will be totally swept up in the pyrotechnic action as you use the chunky weapons to blow a bloody path through the swarms of aliens. The weapons include a razor-sharp boomerang that is capable of locking onto multiple enemies, then decapitating all targeted aliens. I also loved the Fragmentation Mines that send out tiny pieces of shrapnel which then explode (each piece is capable of killing an enemy). The game even allows you to play through the game as one of the three different characters (each with unique abilities and different levels). Multiplayer fans will be more than happy with this game. Not only does it feature the standard deathmatch modes, but it offers two different hover car racing games, a shooting game similar to light phaser games and the ability to play the adventure game cooperatively with two players - yeah baby!



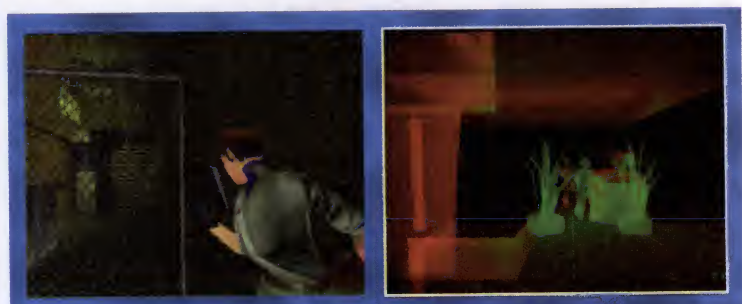
Jet Force Gemini

PERFECT DARK

Well, I've spent the last year drooling over the shots of Perfect Dark and just dreaming about how good it would be. Thankfully all my dreams have been answered; PD is every bit as brilliant as we would expect. Think of the best missions from Goldeneye? Well, double the realism and detail and you still wouldn't be in PD's league. One of the missions I played begins as the lift you're in, stops suddenly. The lights are then cut and you find yourself staring into complete darkness. I found some night vision goggles and activated them. Then I exited the lift and made my way around the corridors, shooting the figures in light green hues as they scurried for cover. Once the lights came back on, I could appreciate the finer details like the laser sight on the gun and the way Joanna lifts up the gun and slaps in a new clip to reload. Another great feature is the way the dead bodies no longer fade away. Now the sick puppies among us can delight in pumping a few extra bullets into the dead bodies and splattering their blood against the walls and floors. A bonus is that the masses of bleeding corpses littering the floors make it rather difficult to get lost.



Perfect Dark



Perfect Dark

Nintendo

MARIO GOLF



It was only a matter of time before Nintendo started branching out into more genres with their loveable cast of characters. It's time to take your pick from Mario, Yoshi, Bowser and the gang, for some good old-fashioned golfing. Naturally, Nintendo have ensured that the game has an arcade style of play that is easy to get into, for all audiences. Each one of the Nintendo characters has their own strengths and weaknesses. For example, Bowser has the power to smack the ball a great distance down the fairway, but he lacks the accuracy of some of the smaller characters like Yoshi. Don't let the cute exterior fool you either, because Nintendo have developed a complex physics engine that calculates exact ball movement based on wind direction, strength of the strike and the spin placed on the ball. The 108 different holes on offer should keep you busy for weeks.

POKEMON SNAP

The idea behind this game is original, to say the least. You take the role of a photographer on a safari around the famous Pokemon Island. The aim is to take the best picture possible of every one of the hundreds of different Pokemon on the island. This task is surprisingly difficult since you are not graded on such mundane things as the positioning of the shot. You have to coax the very shy Pokemon into posing for the camera. In order to get them to co-



Pokemon Snap

MINI RACERS

Nintendo are obviously impressed with Acclaim's Re-volt racing game because they've designed their very own title using remote controlled cars. However, instead of the third-person perspective and weapons-based gameplay of Acclaim's title; Nintendo have decided to adopt an overhead view of the track and emphasize multiplayer gameplay. The game plays very similarly to Micro Machines, except that Nintendo have developed a much more interesting selection of tracks that really affect the gameplay. There are many different surfaces and each track is filled with jumps and obstacles to spice the action up. Another advantage over Acclaim's game is that four players can compete on the track simultaneously. This makes for a much more exhilarating and competitive experience. Both games look great, so we'll just have to wait and see.

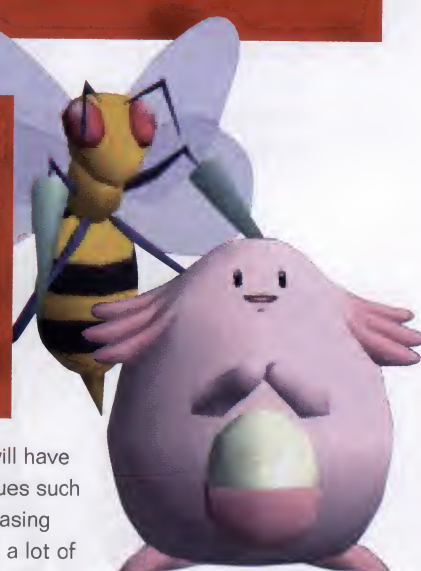


Mario Golf



Pokemon Snap

operate with your photoshoot, you will have to use a number of different techniques such as finding their favourite food and teasing them with it. You will also have to do a lot of exploring to find every last Pokemon. With the aid of your all-terrain vehicle, you must navigate rivers, dense forests and hover up to mountain tops as you search for the hidden passages and secrets where the tricky ones are hiding.



Mini Racers

HARRIER 2001

Harrier 2000 was one of the most impressive looking games on display at last year's E3, so I was a little disappointed that it hasn't been released yet. The game has been retitled, Harrier 2001 and held back so that the game could be extensively revised. The problem was that the designers put too much work into making the



game as detailed as possible. The end result was a game that would please simulation fans who would appreciate the slower pace. Unfortunately, the majority of N64 owners prefer a lot of action in their games. Therefore, Nintendo wisely re-tooled the game to give it a faster pace and make it easier to get to grips with. They've done a good job because from what I saw, the game was brilliant. Flying through tight canyons at incredible speeds as you strafe an enemy jet with your cannons, just in time to save your teammate, is fantastic fun.



Harrier 2001

F1 WORLD CHAMPIONSHIP 2



F1 World Championship 2

The first F1 GP game for the N64 was one of the best racers on the system. It combined highly realistic physics with some of the most amazing graphics on the system. At first glance the sequel appears to be quite similar to the original, but once you actually pick up the pad and start playing, you realize that there have been quite a few important refinements. Perhaps the best new feature is a Tutorial Mode that walks you through every aspect of the game's racing. There is detailed commentary that evaluates your performance and provides tips and tactics that can use to help you improve your lap times. The 4Mb RAM pak has been utilized to enable full length replays of your races so that you can savour those victories even more. As if this wasn't enough, they have also managed to tighten up the physics and increase the frame rate.



F1 World Championship 2

COMMAND & CONQUER

Command & Conquer Strategy fans will no doubt be dancing in the streets because Nintendo have finally converted the classic real-time strategy game that started it all, Command and Conquer.

You get to build your own army units by mining the local environment for minerals, then constructing a destructive force that you must then coordinate against either a human or a computer opponent.



Command & Conquer

STARCRAFT

Shortly after sinking their teeth into Command and Conquer, strategy fans will be able to coordinate their own complex battles in space with Starcraft. The game improves upon the ideas in



Starcraft

C&C by giving you three completely different races to choose from, all with different advantages that you must learn to master. The game also supports completely new levels designed for the N64.

ARMY MEN

After getting my hands on an early version of Army Men, I discovered that beneath the tasty graphics, lay a very decent shooter. You take control of Sarge, who leads a crack troop of green plastic soldiers. In his words, "You are the last hope of defending the Green way of life from those tan-coloured scumbags". Yep, it's green against brown in an explosive World War.

The game takes a third-person perspective and equips you with a good arsenal of weapons as you make your way through a mixture of missions. Some of the particularly nasty weapons include magnifying glasses and flamethrowers to make pasty messes of your enemies with. Half of the missions are based in the real world, where your soldiers are only a couple of inches tall, and the other half are in toy environments, where you're life-sized in the surroundings.

Graphically this game was one of the best games on display. It supports the RAM pak for hi-res graphics, but even without it the



Army Men

game has a lot of visual clout. The animations for the soldiers include some of the most amusing death-animations ever. They've even managed to include real-time lighting from the muzzle flashes of the weapons.

infogrames

TAZ EXPRESS

The Taz games for the 16-bit consoles were some of the best cartoon licences on the systems because of his ability to eat anything in his path and change into a whirlwind that destroys anything it touches. In this game you take the role of a courier who is intent on delivering a precious package to the other side of the globe. To successfully complete this mission you will have survive some very dangerous environments likes volcanic eruptions and flash floods. As if this wasn't enough, you will also have to contend with other characters from the Warner Bros universe such as Bugs Bunny and Marvin the Martian, who are all intent on stealing your package. In fact the package is so important that you don't actually lose any lives for killing Taz. You can be incinerated, flattened and shot, but you will only ever lose a life if the package is lost.



Taz Express



Taz Express



Duck Dodgers

DUCK DODGERS

This game casts you in the role of Daffy Duck as you battle across several alien worlds in an effort to save the universe from Marvin the Martian. One unique feature of the game is the way Daffy's emotional outbursts have been included. At random intervals in the game, Daffy's emotions will get the better of him and you will have to learn to overcome these wild impulses and stay focused on the mission. The typical humour of the cartoons has also been retained, causing Daffy's bill to spin around his head whenever you get shot.

WORLD DRIVER: CHAMPIONSHIP



World Driver: Championship



World Driver: Championship

Wow. That was my first reaction when I saw this game moving. It runs in high resolution, with a smooth frame rate and sports some of the most impressive geometry I've ever seen. The game also uses textured shadows on the track and backgrounds to give it a much more realistic look. Powerslides look great thanks to the skid marks left and the smoke rising from your tyres. From what I noticed of the gameplay, it handled realistically and intuitively. This game is a very strong contender for best racing game on the system.

BLITZ 2000

This is a game with no refs, no rules, and no mercy. Fans of the original game enjoyed the over the top arcade style that made it the most enjoyable football game on the market. Blitz 2000 has thirty-one teams, each comprised of seven of the best offensive and defensive players from each team. The amazing tackling animations make you really feel the pain. The game will also feature fantasy stadiums, play-select artificial intelligence, improved weather effects, new codes, camera angles and secret players.

HYDRO THUNDER



Hydro Thunder

This is another impressive effort from Midway, but in contrast to World Driver's realism, this game has emphasised spectacular stunts. There is a range of different weights that affect the amount of air-time you can get off jumps. I was also impressed with the game's detail; if you look closely you will notice that you can make out the realistic textures of the rocky bottom underneath the water's surface and when flying off the jumps, if you are lucky you will actually smash into the news helicopter and send it crashing to the ground.

GAUNTLET: LEGENDS

This game's greatest asset is the four player simultaneous feature that lets all of you battle the hordes of monsters in the main adventure. Because of this, you can actually coordinate with your team mates and develop strategies and formations to best tackle the enemy.



Blitz 2000

READY TO RUMBLE

In terms of graphics, Midway's boxing effort KO's EA's Knockout Kings. The characters are incredibly detailed and the amusing animations make it so much more rewarding to beat the crap out of them. The game also boasts the greatest variety of players ever. I bags using the sumo wrestler.

MORTAL KOMBAT: SPECIAL FORCES

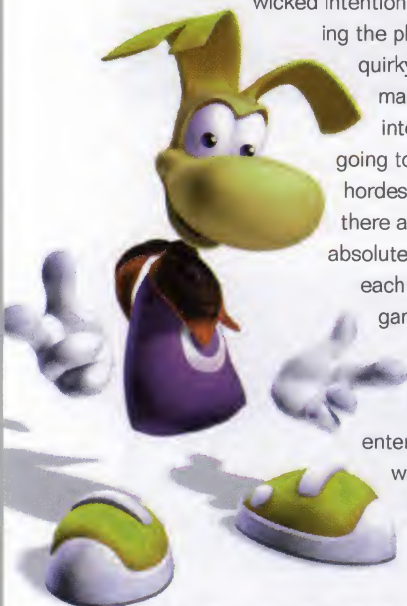
This new Mortal Kombat adventure gives you complete freedom to explore 3D environments. As well as the violence you would expect from the game (I love the way your punches splatter their blood against the walls), there is a lot of platform action.



RAYMAN 2

A gang of nasty pirates (not the software kind; the ones with eye patches) has landed on Rayman's world with the wicked intention of selling the planet's quirky animals to an

intergalactic freak show. Naturally Rayman isn't going to stand for this, so he plots to defeat the hordes of invading pirates. The designers claim that there are over forty hours of gameplay in this absolutely massive game. I only saw two levels, but each one was about twice the size of the areas in games like Banjo-Kazooie. Luckily, the levels are all packed with plenty of puzzles and enemies. An example of the puzzles you will face is provided early on when you attempt to enter the pirate ship. At first there seems to be no way to get through the door. However, if you explore then you will find a barrel of explosives that can be ignited by the nearby campfire to blow straight through the door.



Rayman 2



HYPE - THE TIME QUEST

Yet another title in the long line of games based on toys. This time around, you take control of Playmobil characters as you battle your way through time, and across fourteen different worlds. The cast of characters you meet range from the bizarre (fearless flying dragons), to the downright insane (a temperamental sumo monk). However, this game provides a huge quest to keep players busy for months.



Hype - The Time Quest

WILD WATERS

Wild Waters is surely the first white water rafting game to hit the N64 and luckily for us it's a quality simulation. Each one of the courses is filled with plenty of treacherous drops and turbulent rapids. Successfully navigating all these obstacles without taking an unexpected swim is difficult yet enjoyable. It may not be for everyone but it definitely offers a unique experience.



Wild Waters

GT interactive

40 WINKS

Instead of the lame ending where you find out everything has been a dream, this game takes the unusual slant of starting in a dream world that you have to fight your way out of. You take control of two children called Rough and Tumble. While the names sound lame, the characters do have the very enjoyable ability of using their dream state to turn into different super-powered forms for specific tasks. From what I played of the game, it seemed to be an enjoyable platformer, with some of the most colourful graphics we've seen yet.



40 Winks

DUKE NUKEM: ZERO HOUR

I played an early version of this game a few months ago but I was really impressed with how much the version at E3 had improved. The third-person perspective works well and the game controls smoothly. I had particular fun in one scene where I came up behind one of my fellow soldiers fighting off the enemy. Naturally, I splattered his brains against the wall and then took down all the aliens single-handedly. Duke doesn't need help from anyone.



Duke Nukem

TOY STORY 2

Toy Story 2 is so huge that just exploring the rooms in the first house will take you hours. Buzz's spacesuit comes with a number of tricks to help you out; like the powerful laser attached to his arm and the wings that flip out to extend your jumps. The game also has multiple objectives for every level, but you only need to complete one of them to advance. This effectively means that you won't have seen all of the game until you've completed it three times.



Toy Story 2

A BUG'S LIFE

The animated movie contains some of the most amazing computer graphics I have ever seen, so I was anxious to see how they translated this into the game. Well, after playing the game I came away with mixed feelings. There were some nice touches in the game that tied in with the movie really well, but there was a lot of stuff that we have seen a hundred times before in similar 3D platformers. Hopefully, they'll be able to tune things up a bit for the Christmas release.



A Bug's Life

VIGILANTE 8: SECOND OFFENCE



Vigilante 8: Second Offence

For those of you who missed the first N64 game, Vigilante 8 is all about toolled-up cars thrashing about the place and using their pop-out machine guns and missile launchers to blow the crap out of anything that rolls. The first game was pretty decent, and I can happily tell you that the sequel is even better. The game takes advantage of the RAM pak



Quake 2

QUAKE 2

Even the biggest Quake fan would be reluctant to say that the first game on the N64 was a great effort. Luckily, Activision have done a tremendous job on the sequel and produced a silky smooth blasting experience. Even in the four player deathmatch this game moves with a solid frame rate. The game has also been fully revised from the PC version to include completely new level designs.

SPIDERMAN

Spiderman is one of the most popular comic book characters, so it's a little surprising that this is his first videogame since the days of 16-bit consoles. What this means for us is a thoroughly enjoyable game. You make your way around huge 3D cities, as you use your web-swinging and building-climbing abilities to track down all manner of vicious criminals over the game's 15 different missions.



Spiderman

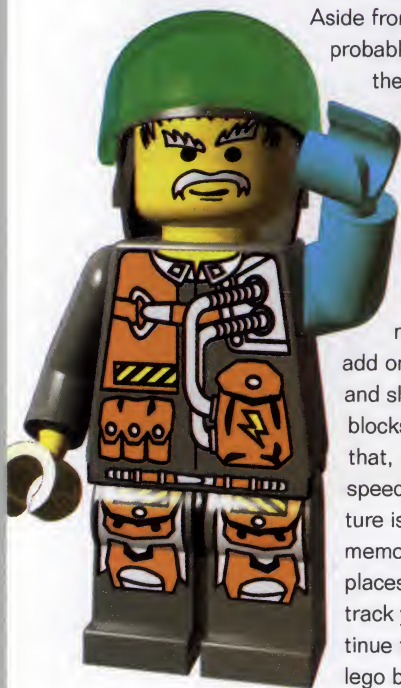


Vigilante 8: Second Offence

to deliver crispy hi-res scenery and explosive special effects. Another impressive feature is that if you drive into the water, the wheels flip back to be replaced with hover pads.

Lego Media

LEGO RACER



Aside from the three brilliant titles from Rare, this was probably the best game I played at the show. It takes the familiar style of Mario Kart and adds so many fantastic features from the Lego world that you can't help but be impressed. The first thing you do is design your own car. You start off with one of a few basic chassis, and then you have hundreds of different Lego blocks that you can add to the car. The best feature is that these additions do a lot more than just look cool. For example, if you add only a few blocks then your car will be too light, and slide out on many of the corners. Add too many blocks and you will have a very stable car, but one that, unfortunately, can't achieve very high top speeds. Like all great creation modes, the best feature is that you can save any cars you want to memory pak and take them around to your friends places to give them a thrashing. Once you're on the track you will notice that even the power-ups continue the Lego theme. Each power-up is a different Lego block, and each block can combine with the



Lego Racer

other blocks you collect to create new and different power-ups. For example, you can collect standard turbos, but if you then collect a missile power-up, you'll get a super-fast missile that is deadly. As if this wasn't enough, the game controls smoothly and has some of the best graphics yet - bring it on!

Capcom

RESIDENT EVIL 2

Everything about this conversion reeks of quality. Not only have Capcom managed to squeeze all of the action of the PlayStation game into the cart but they've used the RAM pak to display the 3D characters in high resolution. In a move that will surely amaze many sceptics, Capcom have also managed to use advanced compression techniques to squeeze all the full-motion video of the CD version, onto the a huge 64 Mb cart (twice the size of Zelda). The game pits you and a variety of chunky weapons against a city full of Zombies. Resident Evil has a very cinematic feel that engrosses you in the atmosphere, and scares the hell out of you as well. I love the way your level of health affects the gameplay. If you are careless enough to let a zombie chew on you, then you start to drag your feet and have trouble escaping the rest of the zombies.



Resident Evil 2

ARMORINES

This game takes Turok 2's graphics engine and tunes it up to the next level. The game feels quite similar to Turok, but it has a more involved story and a greater variety of gameplay. For example, in the first level you start off inside an attack helicopter. You have control of the ship's guns and you get to strafe around the landscape as you splatter lots of alien blood. Another great feature of this game is the way all the different weapons are contained within the armour of the suit and just pop out when you need them.



Jeremy McGrath Supercross 2000

JEREMY MCGRATH SUPERCROSS 2000

I must say that I wasn't exactly doing cartwheels with excitement when I heard about this game, but I was pleasantly surprised when I actually played it. Hooning around the mud tracks as you jostle with the other riders can be quite fun. The game's designers have spent a lot of effort on perfecting a realistic physics engine so that every aspect of the bike - down to the individual suspension of each wheel - feels great. The game even has a detailed tutorial by Jeremy McGrath that tells you all you need to know (apparently he's famous or something).

SHADOW MAN



Shadow Man

Don't think that the game is ordinary because I haven't devoted much space to it. I'm only doing a bite sized section on Shadow Man because we've covered the game so much already. Rest assured though, that this game was easily in the five best games on the show floor. Hopefully, I'll be reviewing this bloodthirsty game next issue.



Armored Core

TUROK: RAGE WARS

Acclaim have taken advantage of the increasing popularity of deathmatching and created a game that is purely about multiplayer action. There is no single player adventure but you can pit yourself against computer opponents in a variety of co-operative and competitive missions. The real point of this game is to offer a comprehensive multiplayer experience. As well as Turok, Adon and the other usual characters, you will now be able to access a whole host of characters including bosses like Oblivion. There will naturally be a wide variety of weapons and options, like creating your own skins for the characters.

NFL QB CLUB 2000

Last year's game looked great, but QBC 2000 has really pushed the machine to create super detailed characters that look just like the real players. Fans of American football will be pleased to know the game now features improved artificial intelligence (coordinated by Charlie Weis) and over 1200 new animations.



NFL QB Club 2000



Re-Volt

RE-VOLT

Re-volt is another first-class game from Acclaim. I thought it looked good when I saw it last month, but Acclaim have tweaked the N64 version a lot since then, so that the graphics are now looking

amazing. I can't wait to shrink myself down, grab the wheel and take one of these toy cars for a spin.

BLUES BROTHERS 2000



BLUES BROTHERS 2000

We're on a mission from God! Watching Jake and Elwood Blues make their religious journey across the country as they attempted to use their music to save a local orphanage, was highly amusing. Unfortunately, Blues Bros 2000 is just a pale imitation of the classic. So, is the conversion of the movie any better? Unfortunately, I don't think so. The gameplay looked very similar to Crash Bandicoot's, in that all it consisted of was making your way along a restrictive path, smashing the odd enemy and collecting some bonuses.



Blues Brothers 2000



Superman

SUPERMAN

Alas, Lois Lane and Jimmy Olsen have been kidnapped by the treacherous Lex Luthor and Brainiac. This looks like a job for... Superman! Yeah, Superman's cool and I couldn't wait to put my underwear on the outside and check this game out. Well, from what I saw, the game involves a lot of flying, a real lot of flying. In fact I couldn't actually find anything to do besides flying. Oh well, it was pretty cool fun and I'm sure there are plenty of other action sequences later in the game. Look out for the review shortly.

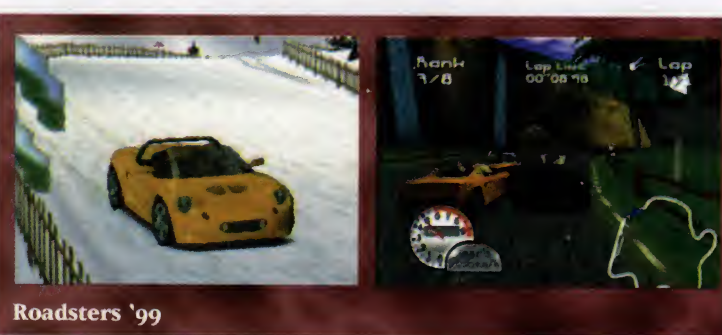
HERCULES: THE LEGENDARY JOURNEYS

That troublesome God of War, Ares, has imprisoned Zeus and released two Titans to wreak havoc on the poor mortals. Naturally, Hercules and his friends step up to the plate to challenge these muscly types to a fight-to-the-squirming-on-the-ground-crying-like-a-girl.



Hercules: The Legendary Journeys

It's your job to get Hercules up off the ground, dry his eyes and kick some butt. Unfortunately, this game wasn't on display at the show, so you'll just have to be content with the screen shots and the promise that well give you all the goss as soon as we have it.



Roadsters '99

ROADSTERS '99

Lamborghini 64 was one of the best racers released on the N64, so I was eager to see how the sequel turned out. Pretty damn fine, is the answer. The graphics look great and the game supports a number of original options. For example, instead of just concerning yourself with placing first, you have the ability to bet on the outcome of the race. If you bet against yourself, you can still win plenty of cash.

RUGRATS SCAVENGER HUNT

The storyline features such mind-blowingly exciting plot developments as: one of the Rugrats accidentally breaking Stu's Aztec statue, and as the babies search the house for the pieces - wait for it - they are transported to an ancient Aztec temple. Okay so you may notice a slight hint of sarcasm. The game sounds a little dull for adult gamers, but fans of the show will love it. Just like the South Park game, the actors from the cartoon have been hired to record unique dialogue for each of the game's ten different Rugrats.

ROAD RASH 64

I've always been a big fan of Road Rash games. Despite a few dodgy PlayStation versions of the game (that we all know that was the machine's fault and not the games) they have always provided great laughs. This time around, as well as getting to attack your opponents with things like spiked baseball bats and tyre irons, you can also use your weapons to jam into the spokes of your opponent's wheels for some dramatic effects. With souped-up graphics, four player split screen races and advanced artificial intelligence, this game rocks.



Rugrats Scavenger Hunt



Road Rash 64

Crave

GEX 3: DEEP COVER GECKO

The latest version of Gex won't amaze anyone but it will please fans of the original with its slick visuals and improved gameplay. The game is still about a wise-cracking gecko that makes its way around each level, collecting hundreds of icons on the way to the exit, but now you get to do it in much more outlandish settings. Pity it's not a fighting game; Gex vs. Banjo, now there's a game I'd buy.



Gex 3: Deep Cover Gecko

BATTLEZONE 64

What's the one thing better than slapping people around? Jumping in a hundred metre robot and shooting them - that's what! The game didn't look spectacular, at this stage, but the concept was interesting.



Battlezone 64

CAESARS PALACE

After the awesome gambling experience that was, Golden Nugget, I have been dying to play another exhilarating effort. Playing pokies or Blackjack or Roulette, the possibilities are amazing - NOT!

FIGHTING FORCE 64

Final Fight on the N64? We wish! This game could have been great but it wastes the perfectly good idea of walking along beating the crap out of people because of its dodgy gameplay and lame visuals.

Electronic Arts

KNOCKOUT KINGS 2000

The N64's first boxing game has lots of interesting features. Instead of just throwing in the current players, this game gives you the ability to choose from twenty-five of boxing's greats.



Knockout Kings 2000

SUPERCROSS 2000

EA's supercross game was surprisingly detailed. They have even gone to the effort of designing the game so that the muddy track degrades as you advance through the laps. This means that each progressive lap becomes more and more challenging. The physics model has also been constructed with the help of professional racers so that it is as close as possible to the real sport. The spectacular jumps that you can execute in this game include heel-clickers, naccs, whips and the superman - maybe you leave the bike and fly?



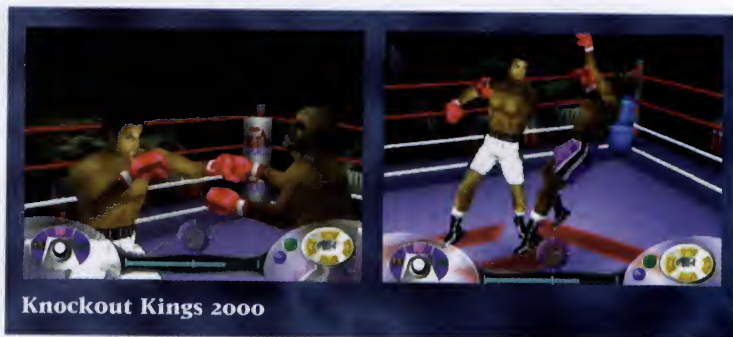
Supercross 2000

HOT WHEELS

I'm not exactly sure why there were so many games based on toys at the show, but this one stood out from the crowd with its emphasis on gameplay. Although, the graphics were fairly average, it only took a minute of playing to discover that the game contained the same addictive enjoyment as EA's other racer, Beetle Adventure Racing. The control just felt perfect. Within a few minutes I felt completely in control of the vehicle as I used the analogue stick to execute skilful multiple flips over the game's many jumps.



Hot Wheels



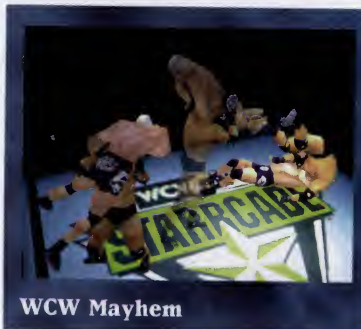
Knockout Kings 2000

Players like Muhammad Ali and Sugar Ray Leonard are all selectable so that you can recreate those classic fights. The game has great animations for the way the fighter's heads snap around when hit, and the way they stagger around woozy, after a big blow. Knockout Kings also includes a cool feature that warps the faces of the fighters as you hit them.



Supercross 2000

WCW MAYHEM



WCW Mayhem

EA have a fantastic reputation in the sports genre so I guess it was only going to be a matter of time before they moved into the popular field of wrestling. The game looks a lot like Acclaim's WWF games because it uses similar soft-skinned polygon models. They are so detailed

they even include textured tattoos for the players. Some of the particularly nasty moves included crotch-grabs and back-breakers. The game did have fairly sluggish gameplay, but it's currently only 50% complete and is bound to be tweaked a lot before release.

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PLAYSTATION



MAC



PC-CDROM



CHAT



SEGA



ARCADE



NINTENDO 64



Nintendo Mastermind?

I'm sure there are a lot of you out there who would claim to know everything there is to know about Nintendo. Well, take our quiz and you may just discover that instead of being gaming guru, you're actually a bit of a lightweight. Make sure you don't cheat and do the quiz properly. When you've answered all the questions, then turn to page 80 and see how many you got right. Just to make things fun we've purposely answered one of the questions incorrectly. If you can find the incorrect answer, then send it in to enter our competition to win one of two copies of Star Wars: Episode One Racer. >>

Put your
answer on the back
of an envelope and
send it to:

Quiz Comp
N64 Gamer
Level 6,
418 A Elizabeth St
Surry Hills,
NSW 2010

General Knowledge



- 01 Name the famous games creator responsible for such classics as Zelda and Mario?
- 02 Is the 64 DD:
a) a bra size
b) Donald Duck's latest adventure
c) a proposed disk drive for the N64.
- 03 What is Mario's last name?
- 04 Name both of Mario's brothers.
- 05 What game did Diddy Kong first appear in?
- 06 What game did the dinosaur characters from Bust a Move first appear in?
- 07 What game was the first which featured Mario?
- 08 What is the appeal of Pokemon?
- 09 Name the 1980's movie about Nintendo games that starred Fred Savage (the loser from the Wonder Years).
- 10 What two characters were in the original Mario Kart but not the N64 version?
- 11 Who is the only Mortal Kombat character to star in his own game?
- 12 Who is the star of the Metroid games?
- 13 What is the name of the Nintendo character with a mushroom for a head?
- 14 Which famous swimmer advertised Nintendo games?
- 15 What games console has sold the largest number in Australia?

- 01
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Nintendo Entertainment System (NES)

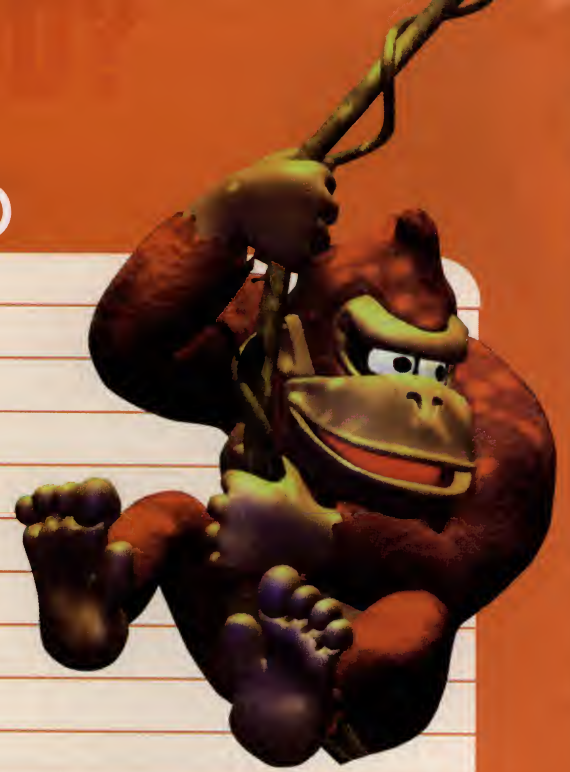
- 16 What was the NES's Japanese name?
- 17 What did the NES console most closely resemble?
- 18 How many Zelda games appeared on the NES?
- 19 What was the first game Luigi appeared in?
- 20 How many buttons did the NES controller have?
- 21 What Sega game did Adventure Island completely rip-off?
- 22 What were the four characters you could control in Super Mario Bros 2?
- 23 What NES game has a current sequel on the Playstation?
- 24 How many Castlevania games were there on the NES?
- 25 Which famous games company created the Megaman games on the NES?

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- 25



Super Nintendo (SNES)

26	Name the 8 original StreetFighter 2 characters.	26
27	How many levels were there in Super Mario World?	27
28	What graphics technique enabled the SNES to scale sprites and backgrounds?	28
29	Was it possible to play as the bosses in the SNES version of Streetfighter 2?	29
30	Which character was absent from the first Final Fight game on the SNES?	30
31	Name the main character in Super Ghouls 'n Ghosts.	31
32	What was the name of Yoshi's first game in which he had a starring role?	32
33	What SNES game made Rare famous?	33
34	What was the name of the SNES adaption of the movie Star Wars?	34
35	What was the SNES light phaser called?	35



Nintendo 64

36	Which Diddy Kong Racing characters have gone on to star in their own games?	36
37	What is the main character in Turok 2 called?	37
38	Is the upcoming Superman game for the N64 based on: a) the movies b) the comics c) the cartoon	38
39	What is the name of the skanky witch in Banjo-Kazooie?	39
40	Which South Park character says: "You will respect my authoritah"?	40
41	What is the worst aspect of Bomberman 64?	41
42	How many players can participate simultaneously in the N64 version of Micro machines?	42
43	Who is the big baddie in the first Turok game?	43
44	Name the two guys responsible for the voices in South Park?	44
45	Name three characters that Gex dresses up as in his game?	45
46	Which N64 game allows you to take control of the largest number of vehicles?	46
47	What was the first game to take advantage of the rumble pak?	47
48	Which Mortal Kombat character could be selected via a cheat in NFL Blitz?	48
49	What Dark Knight is about to make his N64 debut?	49
50	How many times does Bond get captured in Goldeneye?	50
51	How many polygons make up Link's nose in Zelda: The Ocarina of Time?	51
52	Which N64 games company releases more lame games than any other?	52
53	What is the most anticipated game this year?	53
54	How many times do you fight Bowser in Mario 64?	54
55	What does in-game fog mean? a) a creepy atmosphere b) an inability to draw enough polygons c) bad weather	55



Game Boy

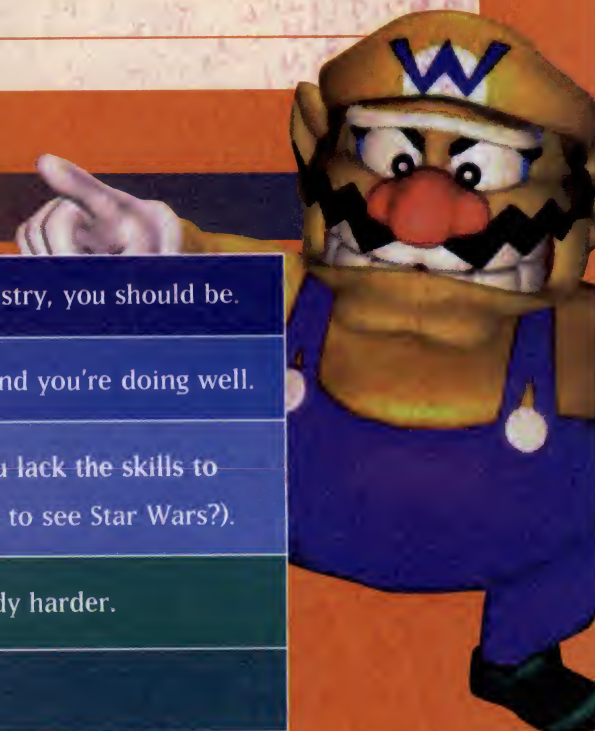
56	What Gameboy game has sold more titles than any other?	56
57	What is unusual about Zelda: Link's Awakening?	57
58	How many Mortal Kombat games have appeared on the machine?	58
59	What year was the Gameboy first released?	59
60	What colours does the Gameboy Colour come in?	60
61	What do you call someone who owns a Gameboy Printer?	61
62	What was the name of Mario's first game on the Gameboy?	62
63	How many Gameboys can be linked?	63
64	How many colours can the Gameboy Colour display?	64
65	Can you play your Gameboy at night?	65

N64 Gamer

66	What game has received the lowest ever score in N64 Gamer?	56
67	What is Narayan's favourite game?	57
68	Is there a nude code in Goldeneye?	58
69	What is unique about Robert Garcia?	59
70	How much fan mail has Hugh received for his pretty boy pic?	60
71	How many hate mail letters has Hugh received about that pic?	61
72	Who got pushed off the cliff the most in our reader survey?	62
73	Which character is most often seen decapitated by Mario in reader artwork?	63
74	What happened to Mithra?	64
75	What qualifications do you need to work at N64 Gamer?	65

How good am i?

60-75	You are definitely hard-core. If you're not already working in the games industry, you should be.
50-59	Good effort. You're not a true jedi yet, but you know the ways of the force and you're doing well.
40-49	You know quite a bit about Nintendo but games are just a hobby for you. You lack the skills to become a jedi like your father before you (how obvious is it that I'm hanging to see Star Wars?).
30-39	Hmmmm. I think you really need to get some back issues of the mag and study harder.
20-29	Go back to your PlayStation you sad Sony boy. You obviously have no idea.



Beetle Adventure Racing

Gamers all over the country are having immense fun thrashing around in little Volkswagen beetles but after you read Jack Curtis' guide, you'll really know your stuff.



Track Pick-Ups:

BONUS BOXES

In the Championship Circuit you can amass bonus points by collecting the Bonus Boxes that are situated along the track. If you don't qualify to advance to the next race, but manage to collect enough 2, 5, or 10 point Bonus Boxes to earn a "continue," you are allowed to try a track again. If you don't need a continue for the track you earned it on, you can use it later.

FLOWER BOXES

Some of the Bonus Boxes have flowers on them, and if collected will enable a cheat. To earn the cheat you must collect the Flower Box during the race, then finish in any place to activate it. If you are disqualified you won't earn the cheat. The cheat will not become accessible until you return to the options screen. There are three flower boxes in each race.

NEW CARS

To collect new cars you must finish the Championship circuit on the different difficulties. To advance to the next race in each championship you need to finish in the top three. To complete the championship you need to finish in first place overall.

NOVICE LEVEL:

Tracks:

1. Coventry Cove
2. Mount Mayhem
3. Inferno Isle

Cars earned:

1. Beetle with racing stripes
2. Lightning Beetle
3. No. 8 Beetle

ADVANCED LEVEL:

Tracks:

1. Coventry Cove
2. Mount Mayhem
3. Inferno Isle
4. Sunset Sands

Cars earned:

1. Flower Beetle
2. Lightning Beetle plus spoiler
3. No. 8 Beetle plus Spoiler

PROFESSIONAL LEVEL:

Tracks:

1. Coventry Cove
2. Mount Mayhem
3. Inferno Isle
4. Sunset Sands
5. Metro Madness



Coventry Cove

Cars Earned:

1. Alien Beetle

BONUS LEVEL:

Tracks:

1. Coventry Cove
2. Mount Mayhem
3. Inferno Isle
4. Sunset Sands
5. Metro Madness
6. Wicked Woods

Coventry Cove:

BEETLE BATTLE ARENAS EARNED: PARKADE, STADIUM, CASTLE

Total points to be collected: 100

2pt - On the right side of the road after the house with the waterwheel **[11]**

2pt x2 - On the left side of the road after the house with the waterwheel

2pt - On the right side of the road after the barn

2pt - After the second sharp left turn after the dirt road (which turns into the finish at the end) on the right side of the road

2pt x2 - On the right side of the road after the run-down castle

Alternate Route #1: Town Street and Bridge

As you enter the town, on the left there will be a small side-street **[21]**.

5pt - On the corner of the side-street is a shop. Crash through the glass.

2pt x3 - Before the jump over the water **[31]**

5pt - After the jump

Alternate Route #2: Train Tunnel

As you come across the jump from the town, there is a train tunnel to the right **[41]**

2pt x2 - In the tunnel **[51]**

Alternate Route #3: Barn

At the top of the winding round, there is a barn with two haystacks in front sitting on the hill. **[61]**

2pt - In the right haystack

5pt - Keep driving straight through the barn door. The box is inside the barn. **[71]**

Alternate Route #4: Stonehenge Island

After the barn, the road makes a sharp turn to the right. Use the large stone on the left side of road as a platform to jump to the island. **[81]**

5pt - On the first jump off the large stone (onto the island)

2pt - On the second jump (that leads off the island) **[91]**

Alternate Route #5: Abandoned Mine

Pass the jump over to Stonehenge Island and on your right, just after the island, is a dirt road up to the mine **[101]**. Drive through the barrier.

5pt - Jump in the middle of the mine **[111]**

5pt - At the end of the mine

Alternate Route #6: Castle Ruins

You will come to a small bridge in which you can see the castle. On the left is a small dirt road that makes a jump **[121]**. You can also enter the castle just past this road when the fence ends on your right.

10pt - At the top of the dirt road jump **[131]**

2pt - At the right entrance to the castle

2pt x2 - Inside the castle

5pt - At the back of the castle on the right, break through the wood to find this block and the stained glass window. **[141]**

Alternate Route #7: Second Town Street

Past the first side-street on the left, a telephone booth marks the second side-street. It is on the right. **[151]**



Mount Mayhem

2pt x2 - Down the side-street **[116]**

Alternate Route #8: Cave

After passing through the first, small tunnel, on the immediate left there is a grass ramp **[117]** up to a cave hidden by brush.

2pt, 5pt, 10pt - In the cave **[118]**

Flower Boxes

In front of the barn there are two haystacks. Drive into the left one.

Cheat awarded: Single Race - Handicap. **[191]**

After the jump from on the main bridge after the town, on your left there will be an opening into a small yard **[201]**. Inside the yard is the flower box. **[211]**

Cheat awarded: Beetle Battle - Radar
On the Stonehenge island, behind the stones on the left. **[221]**

Cheat awarded: Beetle Battle - Unknown

fall, you will come to a big loop to the left. Under the pipes, in the middle of this loop, are the boxes.

2pt x2 - On the right side of the road along the big loop there are two boxes **[261]**.

2pt x2 - On the left side of the crystal cave.

2pt - The left side of the road after the crystal cave.

5pt - Small jump after the second bridge.

2pt - In the tunnel after the second bridge.

Alternate Route #1: Town Street

Before the town at the beginning of the race, there is a turn-off to the right **[271]**. Take it to go along the town street.

2pt - The box is mid-way along the town street **[281]**.

5pt - Go straight and jump off the road for the 5pt box **[291]**.

Alternate Route #2: Ski Jump

Instead of going straight and jumping off the town street, make an immediate right turn and break through the garage **[301]**. Go down the ski jump **[311]** (you need some speed for this) and make the jump **[321]**.

5pt x2 - In the toboggan run after the jump **[331]**

Alternate Route #3: Bridge Jump

At the first bridge you come to, there will be a broken piece of road that you can jump off **[341]**. Aim towards the helicopter in front of you.

2pt + 5pt - In the tunnel before the crash-landed UFO **[351]**.

2pt - Past the UFO, up the tunnel **[361]**

Alternate Route #4: Frozen Waterfall

On the left, there will be a frozen waterfall **[371]**. You can break through it.

2pt - In front of the frozen waterfall **[381]**.

2pt - Break through the frozen waterfall (you need some speed to do this), you'll find the box inside the tunnel after the waterfall **[391]**.

2pt x2 - The second tunnel you come to after the frozen waterfall contains two more boxes **[401]**.

Alternate Route #5: Upper Cave

After the crystal cave, you can go straight and jump into a large cavern. Instead, just before the entrance, take the left ramp up to the upper entrance **[411]** and jump to an upper cave. In the cave there is a split left and right. (Could not find this area!!!)

10pt - In the main cave

2pt x2 - On the right branch

Alternate Route #6: Dirt Road

Just after the large cave, the snowy road will

Mount Mayhem:

BEETLE BATTLE ARENAS EARNED: ICEFLOW ARENA

Total points to be collected: 100

2pt - Small jump on right before first chalet

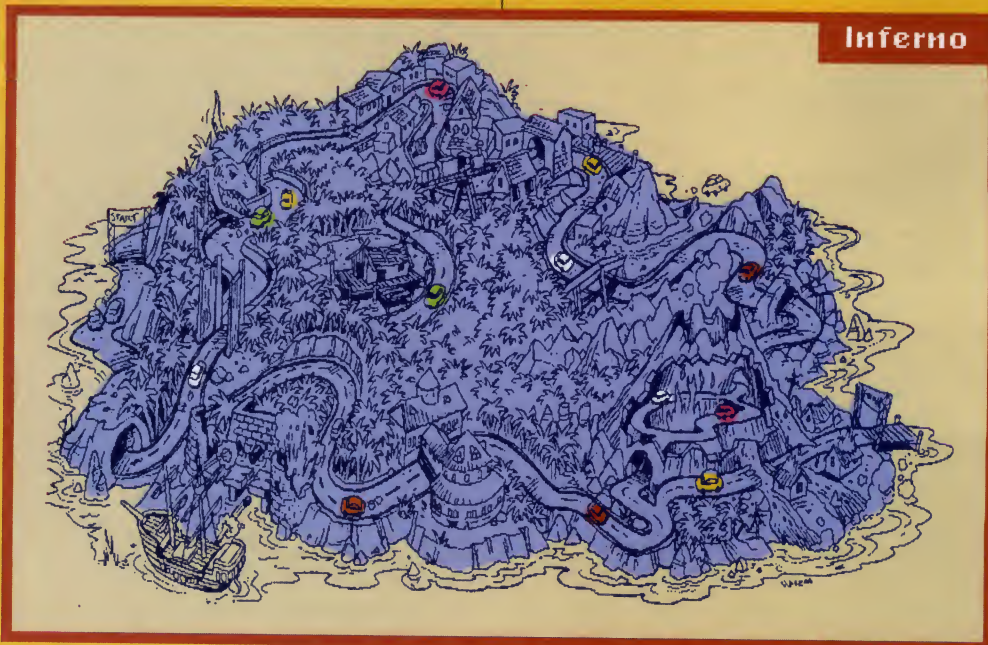
5pt - Using the small jump to get on top of the raised area near the chalet, break through the garage on the right side of the chalet. The box is inside the garage.

2pt - Down the road after the town on the left side

2pt x2 - Along the left side of the road just before the bleachers. **[231]**

5pt - After first bridge **[241]** there are a number of ice mounds **[251]**. The first one you see is on your left. Behind this mound is the box.

2pt + 5pt - After you pass the frozen water-



Inferno

BEETLE ADVENTURE RACING



turn to a normal road. As the road turns to the left, you can go straight through a tunnel. **[42]**

5pt - The dirt road

5pt - Before where the dirt roads cross, you can jump from the road to a small hill on the other side **[43]**. The box is at the far end of the hill.

Flower Boxes:

Take the side road on the right along the town **[44]**. Take the jump that is straight on the road, but jump off towards the left **[45]**. You'll land on a larger ledge on the left. The box is on this ledge.

Cheat awarded: Beetle Battle - Health
Make the huge jump to the upper cave (after the crystal cave) **[46]** and take the left branch **[47]**. Just after the bridge **[48]**, turn to your immediate left. The box is in a small alcove.

Cheat awarded: Single Race - Track Music
Just before the alternate route called Dirt Road, near the arrows that mark the left turn **[49]**, stop at the turn arrows and turn to the right. There is a flower box behind the trees.

Cheat awarded: Single Race - Color Change

Inferno Isle

BEETLE BATTLE ARENA EARNED: VOLCANO

Total points to be collected: 100

2pt x2 - At the start of the race in the lagoon **[50]**

2pt x2 - On the right side at the start of the jungle **[51]**

2pt - On the left side before the large doors **[52]**

2pt x2 - On the left side after the second set of large doors

2pt - In the middle of town on the right side at a left turn

2pt - In the middle of town on the left side at a right turn (after the hay cart)

Alternate Route #1: Dirt Road

At the start, there will be a dirt road on your right that is almost hidden by foliage.

2pt - Along the road **[54]**

10pt - Jump into the house on the swamp **[55]**

2pt - At the end of the road before smashing through the town wall **[56]**

Alternate Route #2: Town Tunnel

Just as you enter town, a small driveway will be on your immediate left. **[57]**

2pt + 5pt - Break through the barrels and you will see the boxes.

Alternate Route #3: Side Streets

As you first come into the town and after you make your first left, on the right will be a small side street **[58]**.

2pt x2 - On the first side street **[59]**

2pt x2 - After crossing the main road, the next two boxes are on the next side street.

Alternate Route #4: Dock

At the end of town, you will see a dock on your left. **[60]**

2pt - On the dock **[61]**

5pt - After the second jump **[62]**

Alternate Route #5: Upper Volcano

Just after you cross under the train bridge, a dirt road will be on your right **[63]**. Keep up your speed to break through the barrier at the end **[64]** and make it through the broken top of the mountain.

5pt - After the barrier

5pt - After the first lava section, after the jump

2pt - After the second lava section, after the jump **[65]**

Alternate Route #6: Alternate Volcano Paths

In two sections, the path around the lava splits. The computer controlled cars stay to the right, the alternate paths are to the left and are a bit more tricky. **[66]**

5pt + 2pt - Along first path **[67]**

10pt - End of the second path **[68]**

Alternate Route #7: Small Beach

After you exit the volcano, on the left is an exit

off the main road to a small beach. **[69]**

5pt - At the end of the beach before going back to the main road **[70]**

Alternate Route #8: Beach Cave

If you miss the jump on the broken bridge **[71]** near the first waterfall, you will drop down to a small beach near a cave **[72]**. Inside you will end up in the middle of a fight between a pirate ship and a fortress.

2pt + 5pt - Along the broken path in front of the fortress **[73]**.

Alternate Route #9: Upper Fortress

If you make the jump, continue along and you'll run into the fortress anyway **[74]**. Make the small jump to clear the curb and you will be inside the fortress.

5pt - Inside fortress **[75]**

Flower Boxes:

In the house in the swamp, stop on the platform the house is on. On the right side **[76]**, there is a flower box.

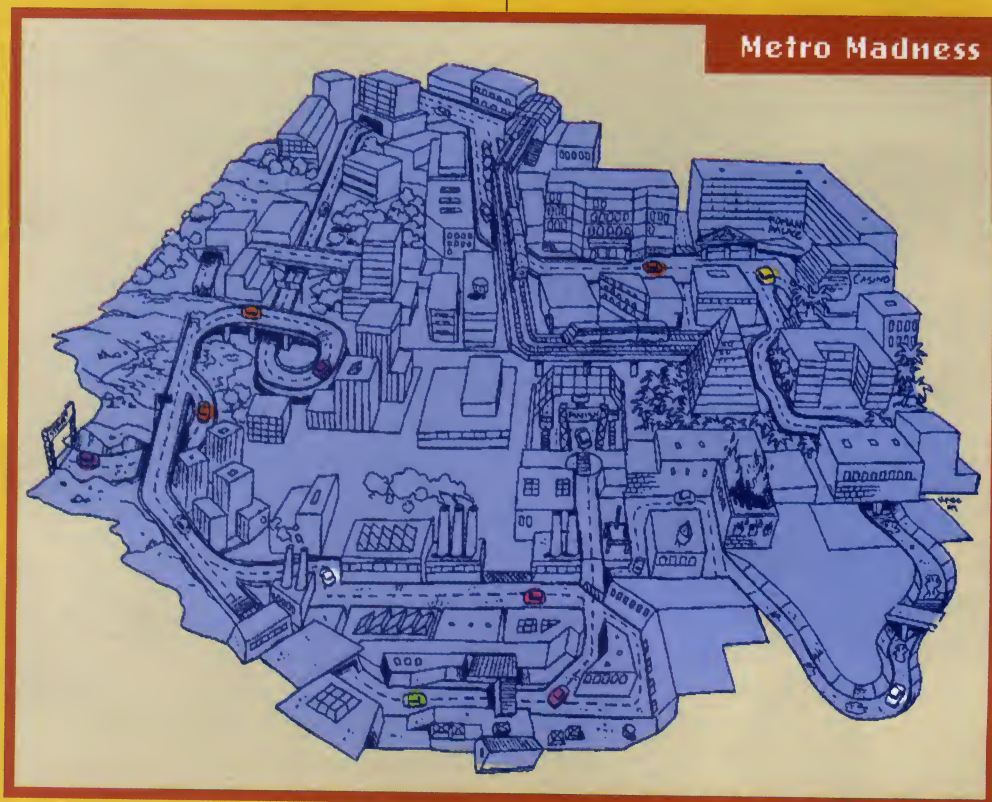
Cheat awarded: Single Race - Field of View
At the finish, the last building on the left in the town that is burning down, crash through it to find a flower box.

Cheat awarded: Beetle Battle - Time Limit

Sunset Sands

BEETLE BATTLE ARENA EARNED: DUNES

Total points to be collected: 100



BEETLE ADVENTURE RACING



2pt x4 - On the left after the large lake [77]

Alternate Route #1: Dune Ramp

At the beginning of the course, there is a sand ramp up the rock face on the right. [78]

10pt - Top of jump

Alternate Route #2: Hidden Dirt Road

In the sand dunes, there is a hidden road on the left side. It is just before the looping road down to the temple.

2pt x2 - On the road [79]

2pt - After the second jump into the top of the temple

2pt - At the end of the ramp that goes around the top of the water temple

Alternate Route #3: Mine

After the water temple [80] exit, there is a boarded up mine on the left side of the road.

[81]

2pt + 5pt - On the road after exiting the mine [82]

Alternate Route #4: Lava Pool

First, you need to go to the top of the water temple [83] and crash through the wooden barriers. [84] This will raise a ramp in the lava pool room which you will use to jump over the lava pool. [85]

5pt - After the jump over the lava

5pt - After the second jump

Alternate Route #5: Elevator Area

After the second jump after the lava, you will land on a thin strip with a large, red area before a sign. [86] Stop your car on the red area and honk your horn. The red area will descend to reveal a new area. [87]

5pt - Start of the elevator area

5pt - End of wooden path

Alternate Route #6: Large Temple Right

Before the large temple, a jump on the right side of the road leads to the top of the temple.

5pt - After the jump

Alternate Route #7: Large Temple Left

After a set of palm trees on the left (after the town), a road will be on the left that makes a ramp up.

2pt x2 On the road [88]

Alternate Route #8: Water Temple

After the long loop and entry into the water temple, make an immediate left to cross in front of the fountain instead of around it.

2pt x2 On the path [89]

Alternate Route #8: Town

As you enter the town, on the right is a side

street.

2pt + 5pt On the street [90]

Alternate Route #9: Altar

After you've passed the large temple and entered a small cave, an altar will be directly in front of you and the road will curve around it to the left. Go straight and jump through the altar.

5pt - Top of the altar [91]

Alternate Route #10: Side-Road

After the large temple, there is a road up to the right.

2pt + 5pt - On the road

10pt - Jumping off the road

5pt - After the jump on the road [92]

Flower Boxes:

Right at the very beginning, drive behind the rock on the second mound of sand on the right.

Cheat awarded: Beetle Battle - Number of Ladybugs

When you first come up to the village, take the first right and then straight across and slightly to the left when you get to the central area of the town, and it is near some boxes under a small wooden structure on the right.

Cheat awarded: Single Race - Breakables
Take the Hidden Dirt Road alternate route, make the two jumps, but do not go up the ramp to the wooden gate. Instead, look in the right-bottom corner of the area outside to find the flower box.

Cheat awarded: Single Race - Handbrake Power

Metro Madness

BEETLE BATTLE ARENAS EARNED: ROOFTOP

Total points to be collected: 100

2pt x4 - After the freeway on the right between the gas pumps

10pt - After the construction site near the end of course there is a tunnel. Jump at the end of the tunnel to the right and land on the ledge. The box is near the end.

Alternate Route #1: Through Barriers 1

At the start of the race, a set of barriers guide traffic off to the left. Go through the barriers [93] and make the jump across the ravine.

This will lead to a hairpin turn [94] and back onto the freeway. There are no point boxes but proves to be a nifty shortcut

Alternate Route #2: Through Barriers 2

On the freeway, the second set of barriers that lead traffic off to the right has a 2 point box between them. Go through the barriers to a

jump to the other side of a ravine. After the jump, you will go through a tunnel and then proceed straight on over a bridge and on to the main course.

2pt - Between the barriers [95]

5pt - After jump [96]

Alternate Route #3: Through Barriers 2 - Side Road

Instead of going straight over the bridge when you take the above alternate route (Through Barriers 2), there is a side road to the left. Do not turn immediately to your left, but go at a small left diagonal [97] along the side of the buildings.

2pt - On the side of the road [98]

Alternate Route #4: Side Street 1

After the gas pumps, go straight through the barriers.

2pt x2 - In the corner of the building to the right between the columns. [99]

Alternate Route #4: Train Tracks

After going past the barriers for the above alternate route, called Side Street 1, make an immediate turn left and crash through the glass doors [100]. You will come up to a train station and then race the train.

2pt x2 - On the train platform [101]

5pt - At the end of the train tracks [102]

Alternate Route #5: Movie Theatre

You have to be on the left side of the street. Don't make a sharp right with the road and don't go straight through the barriers, but go slightly right and stay on the left side of the street. The course will turn left, but go straight through the barriers. Crash through the movie theatre on the left before the course turns left.

2pt + 5pt + 10pt - In the theatre

Alternate Route #6: Roman Palace Roof

A set of stairs will be on the left side of the street. [103] Drive up and jump to the other building's roof.

2pt - After the stair jump [104]

5pt - End of the roof after the right turn at the Roman Palace sign

Alternate Route #7: Side Street 2

After the track turns through town and before the S-turns, there will be a street to the left. At the end of the street, there is a fountain. [105]

2pt - Jump straight using the fountain. The first box is in the hotel halls.

5pt - End of the hall [106]

Alternate Route #8: Side Street 2

Instead of using the fountain as a jump, go

BEETLE ADVENTURE RACING





Sands

around it, go up the red carpet **[1071]**, and crash through the door.

5pt - In the casino **[1081]**

Alternate Route #9: Aqueduct

When you go through the aqueduct, a set of barriers will be on the left. There is a red light near it as well. Go around the barriers to another aqueduct.

2pt - In the aqueduct

5pt - End of the aqueduct

5pt - Jump over the street and break through the other building that is on fire. The box is on the ramp inside.

5pt - After fire room, you will land in a construction site. The box is at the end before you fall off the area.

Alternate Route #10: Loading Docks - Right

After the large U-turn, you will pass the loading docks. A ramp up the right side will lead you past the covered bridge.

2pt x2 - On the right side of the loading docks up the ramp **[1091]**

Alternate Route #11: Loading Docks - Left

Same as above, only on the left side.

2pt - In shack

2pt - On end of the dock on the left corner

Alternate Route #12: Parking Structure

After the loading docks, on the left is a vertical parking sign. Crash through the garage door under the parking sign. **[1101]**

2pt - On third floor of parking structure at the jump to other building. **[1111]**

Flower Boxes:

Instead of turning left to race the train

(Alternate Route #4), go the opposite way on the tracks a short distance to get the flower box. Be careful not to go too fast because you will slam against the wall just behind the flower box.

Cheat awarded: Unknown

Between the two loading docks after the long U-turn, a cover bridge connects the two sides. Inside the bridge there is a flower box.

Cheat awarded: Unknown

Make the jump to get to the top of the Roman Palace. When you fall off, fall to your right so you are still on some of the building roof. Follow the small roof right, left, and left again. You will surely find the cool flower box here.

Cheat awarded: Unknown

Wicked Woods:

BEETLE BATTLE ARENA EARNED:
UNKNOWN

Total points to be collected: 100

5pt - Take the main entry jump into the cathedral. The box is hanging in the air.

2pt + 5pt - In the town, go down the gully in the centre of town.

5pt - After the lower cave of gold on the right of the tree after exiting the cave. This is also the jump to the next alternate route.

Alternate Route #1: High Tree Passage

Before the first tree that you drive through, go off the road to the left and take the jump between the trees to the hole in the same tree higher up.

10pt - In the hole

Alternate Route #2: Top of Cathedral

Before reaching the cathedral, go off the road to the left. You will see a nitro box at the bottom of the jump. You have to hit the nitro box and jump through the upper window over the main cathedral entrance.

10pt - In room

Alternate Route #3: Side Road

After the town, a road will lead off to the left.

10pt - After the jump at the end of the road

Alternate Route #4: Haunted Mansion

On the right, after the town and a stone bridge, a gate will be on the right. Take the road up to the haunted mansion (and the dungeon alternate route.)

10pt - Use the staircase on the right and jump to get the box

Alternate Route #5: Dungeon

Same as the haunted mansion, but, instead of going in the mansion, go to the tunnel on the right of the mansion.

2pt x5 - In the dungeon

Alternate Route #6: Upper Cave/Dragon

After the dungeon, or after passing the gate to the haunted mansion, a hidden cave will be on the right. Take it to the upper cave.

10pt - Before the dragon

Alternate Route #6: Blacklight/Giant Pumpkin Area

Take the jump after the lower gold cave on the right of the tree. You will jump the main road to the other side where there is another road.

2pt x2 - On the road before driving through the tree

5pt - End of the log bridge

2pt x7 - After the red-lit windmill tunnel, jump to the right of the large area with more windmills (Jumping straight will take you back to the main course).

Flower Boxes:

Inside the haunted mansion, drive up the right stairwell and turn left.

Cheat enabled: Unknown

After the city, take the alternate route to the left. Instead of getting the nitro box, jump to the right. In mid-air, you will see the flower box.

Cheat enabled: Single Race -

Environment

Just after the cathedral (going through it normally), turn left and follow the fence (so you're going the "Wrong Way") and you'll find the flower box.

Cheat enabled: unknown

BEETLE ADVENTURE RACING



Have you got any old carts sitting around doing nothing? If so, send your details, along with the name of the carts you have, to the N64 Gamer Trader page. You can sell or trade them and then use the cash to go out and get more great N64 Gamer magazines! Also, if you are looking for some cheap carts to pick up, this is the place to be!

N64 Trader Page
LEVEL 6, 418A ELIZABETH ST, ELIZABETH TOWERS, SURRY HILLS, NSW, 2010.

VICTORIA

WCW vs NWO: World Tour - \$60, Blast Corps - \$25, NBA Hangtime - \$35, All Star Baseball 99 - \$85.

Leslie, Cranbourne
(03) 59951521

Super Mario 64 - \$30, Lylat Wars - \$35, Rumble Pak - \$10, Tetris 2 (SNES) - \$20, Donkey Kong Country 3 (SNES) - \$25, Mario Paint with Mouse (SNES) - \$30, SNES pad - \$15.

Daniel Ladson, Kilsyth South
(03) 97614463

Lylat Wars (no rumble) - \$40, or will swap for South Park, Zelda, WWF Warzone, Bio Freaks, Vigilante 8.

Michael Barrington, Berwick
(03) 97021296

1080 Snowboarding - \$50, or will swap for Zelda, All Star Baseball 99, NBA Hangtime, San Francisco Rush 1 or 2, WCW/NWO Revenge or Mission Impossible.

Michael Hack, Healesville
(03) 59625323

Wayne Gretzky's 3D Hockey - \$30, Doom - \$30.

Stephen, Mordiallor
(03) 95871810

Banjo-Kazooie and Bomberman 64, will swap for V-Rally, FIFA 99 or Wave Race.

Lucas, Rosedale
(03) 51992876

N64 console with 2 pads - \$125, Turok 2 - \$70, Goldeneye - \$30, 1080 Snowboarding - \$40, Yoshi's Story - \$35, San Francisco Rush - \$45, Forsaken -

\$50, or all for \$375.
Michael, Wangaratta
(03) 57223094

WCW vs NWO: World Tour - \$70, or will swap for WCW/NWO Revenge or Off Road Challenge.

Kellan
97825088

Star Wars: Shadows of the Empire - \$45, Diddy Kong Racing - \$45, Lylat Wars (no rumble) - \$40, or will swap for 1080 Snowboarding.

Justin, Melbourne
(03) 94863481

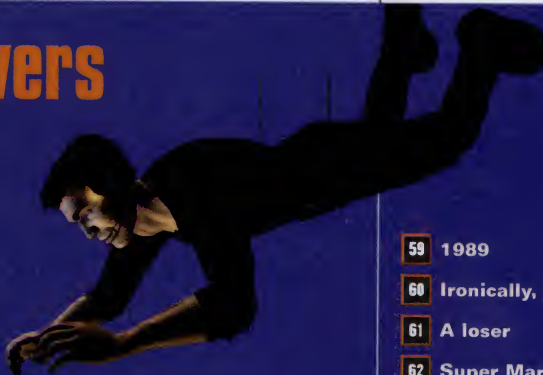
Diddy Kong Racing and Mortal Kombat Mythologies, will swap for Kobe Bryant, Wayne Gretzky or both for a Game Boy Pocket.

Kiel Rampollard, East Ringwood
(03) 98795596

Nintendo Mastermind Answers

- 01 Shigeru Miyamoto
- 02 c)
- 03 Mario
- 04 Luigi and Wario
- 05 Donkey Kong Country
- 06 Bubble Bobble
- 07 Donkey Kong
- 08 We have no idea
- 09 The Wizard
- 10 Donkey Kong Jr. and Koopa Trooper
- 11 Sub-Zero
- 12 Samus
- 13 Toad
- 14 Michael Klim
- 15 GameBoy
- 16 The Famicom
- 17 A concrete block
- 18 2
- 19 Mario Bros
- 20 5 (A, B, Start, Select and the D button)
- 21 Wonder Boy
- 22 Mario, Luigi, Toad and the Princess.

- 23 Metal Gear
- 24 3
- 25 Capcom
- 26 Ryu, Ken, Guile, Chun Li, Blanka, Zangief, Dhalsim and E. Honda.
- 27 96
- 28 Mode 7
- 29 Not unless you had a Game Genie
- 30 Guy
- 31 Knight Arthur
- 32 Yoshi's Cookie
- 33 Donkey Kong Country
- 34 Super Star Wars
- 35 The Super Scope
- 36 Banjo and Conker
- 37 Joshua Fireseed
- 38 c)
- 39 Gruntilda
- 40 Kenny
- 41 The single player game
- 42 8
- 43 The Campaigner
- 44 Matt Stone and Trey Parker.



- 45 James Bond, Bruce Lee, Giligan, Indiana Jones and Bugs Bunny.
- 46 Body Harvest
- 47 Lylat Wars
- 48 Raiden
- 49 Batman
- 50 Twice
- 51 3
- 52 Midway (so named because they get mid-way through a game and then give up and release it).
- 53 Perfect Dark
- 54 3
- 55 b)
- 56 Tetris
- 57 It's the only Zelda game not to feature Zelda.
- 58 4
- 59 1989
- 60 Ironically, just purple.
- 61 A loser
- 62 Super Mario Land
- 63 4
- 64 56
- 65 Yes, but you need to turn the light on.
- 66 Heiwa 64 - it got 0/10 in issue #5
- 67 Goldeneye
- 68 For the #@\$*% last time. There is no nude code.
- 69 He is the only writer who is not a real person.
- 70 0
- 71 324
- 72 Steve (now there's a surprise).
- 73 Sonic
- 74 We cannot comment until the court case is settled.
- 75 None

Kobe Bryant in NBA

Courtside - \$50, or will swap for Super Mario 64, 1080 Snowboarding, NBA Hangtime or Yoshi's Story.

Bryson, Blackburn

(03) 98785575

Star Wars: Shadows of the Empire

- \$40, Lylat Wars (with rumble) - \$60, both for \$90, or will swap for WWF Warzone or Turok 2.

Daniel Keglen, Crib Point

(03) 59839697

International Soccer

Superstar 64 - \$50, or will swap for Goldeneye, Mortal Kombat 4, All Star Baseball 99, Turok or WCW vs NWO: World Tour.

William Clark, Croydon

(03) 97255843

Zelda (sell only)

- \$70, Yoshi's Story, Banjo-Kazooie, Super Mario 64, Mario Kart, will swap for Mario Party or Beetle Adventure Racing.

Tim Eichler, Black Rock

(03) 95989492

Lylat Wars

- \$50, Top Gear Rally - \$50, South Park - \$80, or will swap for WWF Warzone, WCW/NWO Revenge, 1080 Snowboarding, Mortal Kombat 4, Turok 2.

James Iliia, Balwyn

(03) 98174046

Super Mario Land 2 (GB)

- \$10, Mole Mania (GB) - \$15, Wario Land (GB) - \$10, James Bond 007 (GB) - \$15, Tetris Attack (GB) - \$10, Mario Kart 64 - \$25, Space Station Silicon Valley - \$55, or will swap for Gex, Mystical Ninja, Mario Party, Castlevania, Holy Magic Century or South Park.

Steven Barrow

(03) 50331023

Banjo-Kazooie

- \$65, World Cup 98 - \$35, Super Mario 64 - \$25, Goldeneye - \$30, F1 World Grand Prix - \$60, or the lot for \$195.

M Crawford, Toorak

(03) 98244329

NFL Quarterback Club 98

- \$50, Banjo-Kazooie - \$50, Goldeneye - \$25.

Andrew



Miguel Soares obviously has a bit of a thing for big noses.

(03) 95686458

Killer Instinct Gold - \$30, or will swap for Mario Kart or Blast Corps.

Tim, Frankston

(03) 97878819

Top Gear Rally

- \$40, or will swap for Turok 2, V-Rally, WWF Warzone or South Park.

Dale, Tatura

(03) 58243211

Wave Race - \$48, International Soccer Superstar 64 - \$48, F-Zero X - \$48, or will swap for Rogue Squadron, WCW/NWO Revenge, Rush 2, NBA Live 99, WWF Warzone.

Chris Slade, Eltham

(03) 94393571

Fighters Destiny - \$50, Super Mario Land (GB) - \$15, Super Mario Land 2 (GB) - \$15, Game Boy Pocket - \$40, Light for Game Boy Pocket - \$5.

Andrew Golsworthy, Mortlake

(03) 55992050

Game Boy with 5 games

- \$100, or will swap for two N64

games.

Jace Healey, Aireys Inlet

(03) 52896340

Rogue Squadron

- \$65, Forsaken - \$45, Top Gear Rally - \$45, or will swap Top Gear Rally or Forsaken for F1 World Grand Prix.

Ben, Nunawading

(03) 98738880

Airboarders 64

- \$60, or will swap for All Star Baseball 99, F-Zero X, Rogue Squadron, Yoshi's Story, NFL Quarterback Club 99, ISS 98, South Park.

Andrew Norman, Eltham

(03) 94391796

Mission Impossible

- \$80, Lylat Wars - \$80, or will swap for WWF Warzone, Rogue Squadron, Mario Party, Micro Machines.

Martin Wylie, Mordialloc

(03) 95800353

Martin_Wylie@yahoo.com

NEW SOUTH WALES

Super Mario 64, Blast Corps, Wayne Gretzky's 3D Hockey,

Bomberman 64, Diddy Kong Racing, Banjo-Kazooie, F-Zero X and Zelda. Will swap for any good game.

Andrew, Kempsey

(02) 65625275

Diddy Kong Racing, will swap for Mortal Kombat 4.

Peter, Sydney

(02) 94164893

Goldeneye - \$40, Diddy Kong Racing - \$40, Shadows of the Empire - \$40, Body Harvest - \$75, Buck Bumble - \$75, Donkey Kong Country (SNES) - \$15, Yoshi's Story - \$15.

Daniel, Roseville

(02) 94165218

Lylat Wars (with rumble)

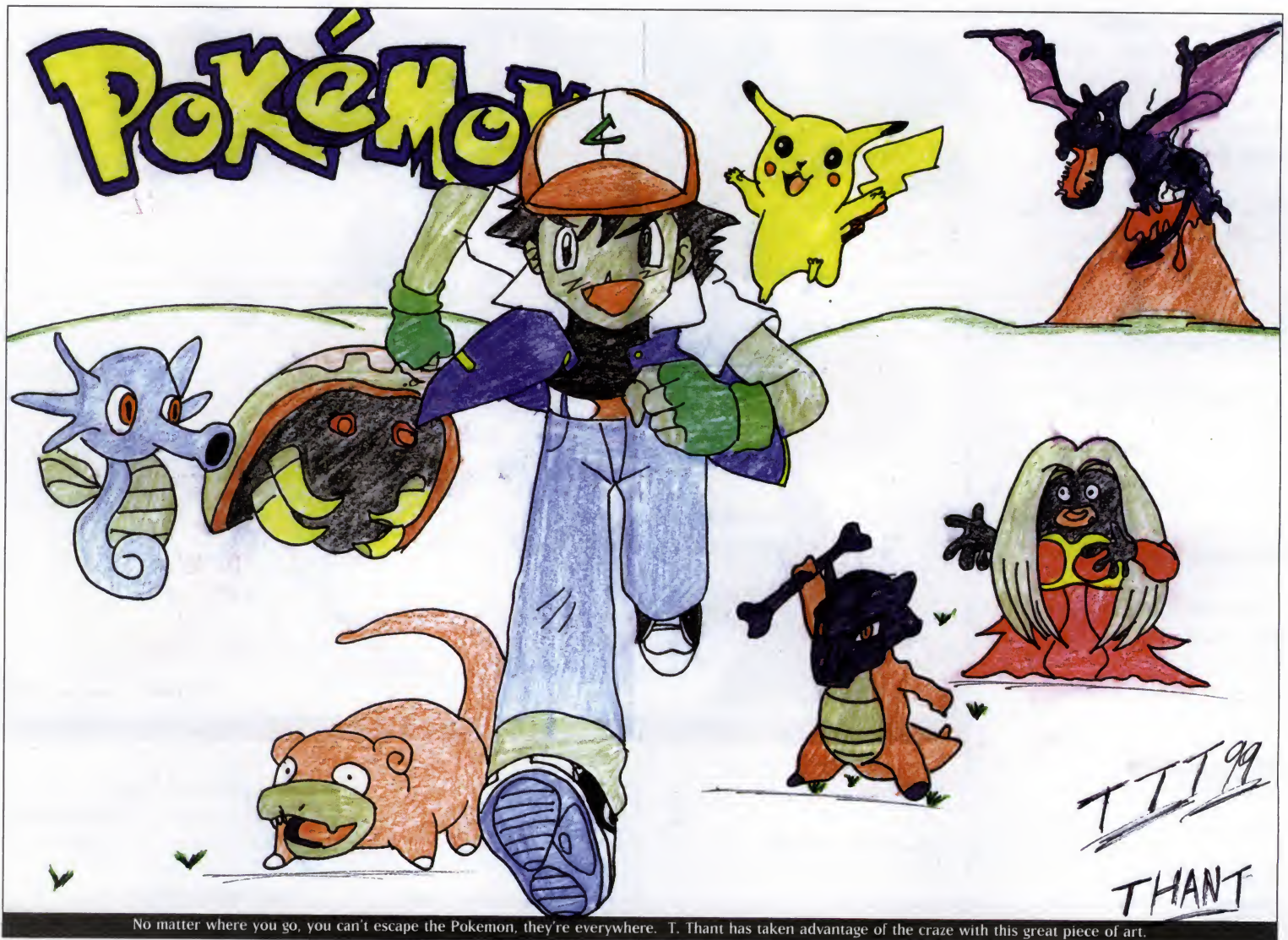
- \$45, World Cup 98 - \$40, Shadows of the Empire - \$30, or the lot for \$110.

Scott Blackmore, Castle Hill

(02) 96803376

F-Zero X

- \$40, Super Mario 64 - \$30, Terminator 2 (GB) - \$10, Castlevania (GB) - \$10, WWF Wrestling (GB) - \$10, Pitfighter (GB) - \$10.



No matter where you go, you can't escape the Pokemon, they're everywhere. T. Thant has taken advantage of the craze with this great piece of art.

Peter, Wollongong
(02) 42968883

WCW vs NWO: World Tour - \$50.

Adrian Philip, Dapto
(02) 42571715

Duke Nukem - \$40, or will swap for Zelda or Pokemon (for Game Boy).

Sue, Sydney
(02) 93277814

FIFA 98, Bomberman 64, Extreme G, Top Gear Rally, to swap for any other N64 games.
Shaun Zingel, Coonabarabran
(02) 68422135

Doom for SNES - \$30.
Dion Ferguson, Broken Hill
(08) 80884056

Top Gear Rally - \$40, or will

swap for Automobili Lamborghini or 1080 Snowboarding.

Shane, Wollongong
(02) 42751819

Crusin' USA - \$25, Nagano Winter Olympics 98 - \$45, Shadows of the Empire - \$35, all for \$120, or will swap.

Adrian, Dapto
(02) 42571715

Silicon Valley - \$60, Shadows of the Empire - \$30, Gex: Enter the Gecko - \$45.

Jamie Gosson, Macksville
(02) 65683695

Turok - \$65, Goldeneye - \$35, Bomberman 64 - \$40, Diddy Kong Racing - \$40.

Dave Staffberg, Baulkham Hills
(02) 96743608

Nintendo 64 with two con-

trollers, Goldeneye, 1080 and Bomberman 64 - \$200.
Justin Thomson, Kiama
(02) 42324950

Goldeneye, to swap for Mortal Kombat 4 or another good game.

Jarad, Lilli Pili
(02) 95244361

Banjo-Kazooie, to swap for Wayne Gretzky 3D Hockey.

Peter, Sydney
(02) 94164893

Nintendo 64 console and all of the following games and accessories: Diddy Kong Racing, F1 world Grand prix, Super Mario 64, Turok 2, WCW vs NWO: World Tour, Mario Kart 64, Goldeneye 007, and International Superstar Soccer 64 and an extra Shark pad pro 64 controller (clear colour), N64 memory card, RF adapter, N64 Rumble Pak,

Tremor Pak, N64 Expansion Pak and an Ultra Racer 64 - \$700.

Andrew, Sydney
(02) 98293874

SOUTH AUSTRALIA

Doom 64 - \$40, Quake - \$40, Shadows of the Empire - \$30, Tetrisphere - \$20, Clay fighter - \$30.

Christopher Britcher
(08) 85565720

Turok 2 - \$70.

Luke
(08) 82484182

Turok - \$40, or will swap for WCW/NWO Revenge, WCW vs NWO: World Tour, WWF Warzone, V-Rally, Top Gear Overdrive or Turok 2.

Sam, Adelaide
(08) 82720891

WESTERN AUSTRALIA

Mischief Makers - \$35, Yoshi's Story - \$35, or \$65 for both.
Harry, Kardinya
(933) 13106

NHL 99 - \$60, Clayfighter - \$30.
Michael
(08) 92447331

Mortal Kombat Trilogy, will swap for Snowboard Kids, Nagano Winter Olympics or 1080 Snowboarding.
Len, Narembene
(08) 90647040

Goldeneye - \$50, Lylat Wars - \$50, Killer Instinct Gold - \$45, or will swap for any wrestling game.
Daniel
(08) 99647543

TASMANIA

Zelda - \$90, Banjo-Kazooie - \$70, Wave Race - \$65, Goldeneye - \$50, Duke Nukem - \$70,

Mischief Makers - \$70, Yoshi's Story - \$65, WCW vs NWO - \$70, Diddy Kong Racing - \$65, Mario Kart - \$65, Super Mario 64 - \$50, Tetrisphere - \$65.

Amanda
(03) 64631161

Turok 2 - \$60, F-Zero X - \$30, Goldeneye - \$30, or will swap for Zelda. The lot for \$100.
Chris, Newtown
(03) 62788952

South Park - \$85, Turok 2 - \$80, San Francisco Rush - \$45.
Shaun Gilles
62443161

Madden 64 - \$40, or will swap for Doom, NHL 99, Mission Impossible, Buck Bumble, Banjo-Kazooie or Space Station Silicon Valley.
Alex Trippett, Tasmania
62478916

Duke Nukem - \$45, F1 Pole Position - \$45, Bomberman 64 - \$45, all games - \$110, or will swap for a wrestling game or Mission Impossible.

Richard George
(03) 64371121

QUEENSLAND

San Francisco Rush - \$55, or will swap for another car game.
Ryan Sommer
Mackay/Walkerston area
(07) 49592732

1080 Snowboarding with rumble pak, will swap for Top Gear Rally or Beetle Adventure Racing.
Tim Capper, Buderim
(07) 54434850

Banjo-Kazooie - \$60, Turok - \$50, Yoshi's Story - \$50, Bomberman Hero - \$30, the lot for \$160, or will swap for WWF Warzone, F-Zero X, Mortal Kombat 4, Mystical Ninja or Rogue Squadron.
Les Brown, Maroochydhore
(07) 54485953

Crusin' World - \$40,

Snowboard Kids - \$30, or will swap for any soccer, basketball or wrestling game.
Lee Olsen, Oak Valley
(07) 47784376

World Cup 98 - \$60, NBA Hangtime - \$55, Clayfighters - \$40, or will swap.
Aidan, Gold Coast
(07) 55772901

Nintendo 64 with two controllers - \$150, Mad Catz controller (with slow-mo and auto fire) - \$35, Goldeneye - \$35, South Park - \$80, RF Adapter Cable - \$30, Game Boy - \$40, Pokemon Red - \$30, Pokemon Blue (with all 150 caught) - \$50, Game Bot link cable - \$7.50.
Tom, Brisbane
(07) 33977672

ACT

Blast Corps - \$30, or will swap.
Jacob Evans, Canberra
(02) 62810354



Evan Ford has created a brilliant tank for Cartman to use that we hope appears in the next game.

Beetle Adventure Racing

Battle Mode Health Code

In Mount Mayhem, drive until you first reach the snow. Jump off the first ramp then follow the path straight. When you get to the jump to go down to the normal route, turn left off it and try to land on the big snow area. Turn around and drive up, look for a box and hit it.

Cheat Menu

Go to 1 player mode and select "Championship". Race on Coventry Cove and find the short-cut with the barn and 2 hay piles. Run straight into the the hay pile closest to the road and you should hit a box. You will hear someone say "Groovy" if you hit it. Finish the race and go to "Options". There will be an option called "Cheats" now.

Daisy Boxes in Sunset Sands

Box #1: At the start line drive along the right side of course and up a small hill to find box 1.

Box #2: After the first jump across river, take the first short-cut on the left side of road after passing the right-hand turn sign, and at the first stone pillar to the right. Follow the shortcut across the two jumps and as soon as you land inside the area with the ramp that leads into the temple, drive to the far right hand corner to find the box.

Box #3: Drive along road until you come to the first village, take the shortcut on the right side and drive to the crossroad section and turn to the left you will see some boxes under an overhang; the daisy box is just behind the wooden crates.

Daisy Boxes in Wicked Woods

Box #1: Follow the road to the clock tower. After you exit the tower turn to the left and drive to the front of building, you should see the daisy box on the left side of the clock tower, as if you are looking at it from the front.

Box #2: After going through the village with the split paths or road, take the shortcut to the left just



after the left turn arrows, pass the nitro box (do NOT get it) head for the 10 pts box and vary your speed to get the 10 pt box and a daisy box a little way past it.

Daisy Boxes on Coventry Cove

The first Daisy Box is in the haystack closest to the road. When you run into all of these boxes you should hear some guy say "Groovy".

The next box is a bit hard. You have to go through the first short-cut in the city. Then as you hit the ramp turn to the right. If you do this right you should go over the docking house into a large area. The Daisy is in here.

The last box is in the Stonehenge area. It is behind one of the big formations right before the ramp. After collecting the boxes finish the race. Go to Options. Scroll all the way down and there is the Cheat Menu.

Daisy Boxes on Inferno Isle

To get the last daisy box on Inferno Isle, you need to be on your last lap. Go toward the finish line but don't cross it. Drive your car

through the last house you see. Inside you should see a daisy box.

Daisy Boxes on Metro Madness

Box #1: Follow road past the first tunnel, but do not take the turn to the right after the tunnel (as shown on the orange barricade in front of straight-of-way). Take the shortcut to the left of barricade and bust through glass doors in centre of the first building on the left. Follow the path along railroad until the end, before you exit off the railroad stop and look to the left, on top of the building. You should see the daisy box in the corner of the top of the building. To get to the rooftops, follow backwards on the road until you pass opposite facing stairways located on the right hand side of road (this is given as if you are going in the wrong direction of race.) Turn around. You should now be facing the normal direction of the race, go along the left side of road and up the stairs, make your way over to the rooftop to the right side of the rooftop that you landed on.

Box #2: Toward the end of the

race, after about 3 consecutive lefthand turns (just past the construction site.) You will be on a straight-a-way with a path beside each side of the road. A red boxed bridge should connect over the main road, the daisy box is inside of the red bridge.

Fisheye, Mist and Flip

In Coventry Cove there is a jump in the game just before you reach the mine shortcut and after you come out of the tunnel and start going around the turn. Jump off this ramp to an island that has stonehenge-like structures on it. There is a cheat crate behind on of the back structures. Hit it and you will be able to choose between fisheye, mist, or flip using the cheat menu!

Get a Jump Start

To get a jump start, wait until the race is about to start. When it says "GO" immediately press L (the one at the top of the controller) to transport you to the same spot and you'll already be going 40-50 M.P.H.! This can be very helpful when trying to get ahead right away. Pressing L when racing is

very useful too. Use it when you fall off a ledge before you blow up to save a lot of time or, when grabbing something way out of the way.

Get the Alien Beetle

To get the "I come in peace" Alien Beetle, beat the Expert Championship. Once you have completed Metro Madness, you will receive the super-fast rainbow-coloured beetle.

Get the Police Beetle

EA has included a hidden Police Beetle in Beetle Adventure Racing — but you'll have to work hard to get it. After beating the standard Championships, a new "Bonus" mode will open up. Beat this tough challenge (including Wicked Woods) to get the fastest car in the game, the Police Beetle.

Handicap Mode

In Coventry Cove, go over the small wooden drawbridge towards the beginning of the course. Just

after the drawbridge, and before the crane, is a white stone fence on the left. Follow the fence until you see a hole in it. Go through the hole in Championship mode to find a flower crate. This crate unlocks "Handicap - Two Player" on the cheat menu, allowing you to adjust the handicap to Off, Slow, Normal, Fast, or Insane.

Ladybug Colour Change

In Inferno Isle, if you go to the first shortcut on the right you will go into a cave. When you get to the open part of the cave where the bridge is, go off the bridge and land on the house, smashing it. Immediately slam on your brakes and stop. Look around on the platform and you will see a flower box that will open up a new cheat that will change the pace at which the ladybugs change colour in beetle battle.

Major Shortcut in Sunset Sands

For a HUGE shortcut in the sunset

sands track, follow the instructions below. In the sunset sands track, drive until you can see the first sets of vertical pillars, (they are not the natural rock ones in the canyon, they appear when out on the open desert) SLOW DOWN, there will be a path off to the left. Drive down this path and follow it making sure you make it across all the jumps. You will now be in a greenish room, go through the set of round stone "gates" and this will open up a HUGE jump in the room with "glassy" floors. Follow the road you are on until you reach this room, then hit a nitro box and hit the jump straight on. You will jump onto a platform and there will be another jump in front of you, hit this then when you land, hit the brakes. Continue on slowly and when you are on top of a red circle stop, and honk your horn. This will act as an elevator and will take down to an underground track and it will put way out in front.

Make Cars Pull Over

Beetle Adventure Racing's computer drivers may take shortcuts and crash into you, but they're still law-abiding drivers. Once you have unlocked the Police Beetle, hold down the left C Button to sound your siren. If you get close, the other drivers will pull over to the side and stop their cars.

Mount Mayhem Cheats

On Mount Mayhem when you get to the part of the course where there's no snow you make a right and run through the closest tree.

No Map in Battle Mode

On the Coventry Cove stage, the area where you there are arrows pointing right. Hang a quick left and you will jump and grab a box worth five points. Your car will then land on an island with stone fixtures. Up ahead you can see a ramp with a box worth two points. Behind the fixture on the left, (if you're going too fast you will miss it) you will find a

Cheats

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flower box. Crash through the flower box and make your way to the end of the stage to unlock the code to turn off the map in battle mode.

Open Up Battle Stages

Most of the game's Beetle Battle stages are hidden and have to be unlocked before you can square off against your friends. In order to get them, you need to enter the Championship mode and try to smash all the bonus boxes on the respective tracks. You have to collect all 100 points to unlock a new battle stage. All the battle stages are directly based on their track counterparts. Note that it is not necessary that you come in first in the races, but your points are not counted if you are disqualified. Tip: Use the Police Beetle to get the tracks. It's fast — and you can force cars to pull over and take your time to collect the boxes.

Time Limits in Beetle Battle

To activate the Time limits cheat in the Beetle Battle cheat menu, race on Inferno Isle until you get to the burning village, right in front of the finish line is a small path leading to the left. Ram the house on that path and grab the crate, and you'll add another cheat to the cheat menu.

Two Groovy Boxes on Inferno Isle

To find 2 groovy boxes go to inferno isle. To get the first one, follow the track until you get to the first jungle area, soon after that you will see a dirt road jutting off the road on the right. Go down the road and a bit after that, when there is a yellow glow, look to your right there will be a small rainforest hut, and a ramp leading to it, with a way to get 10 bonus points. Go to the ramp and just before you hit the ramp hold down B and as soon as you hit the house which will shatter hold down C-Down. Hopefully you will stop on the greyish platform. Turn around to your right and you should see a red flower box. Hit it, you should then hear the word "groovy", then press L to safely get to the main road. This may slow you up a bit but you should be able to catch up if you're good at taking short cuts. To get



the second one, enter the town either from the dirt road or the main track. After making the first wide turn, aim right while jumping off the ramp right under the arch. You'll see a flat roof. Land on it, turn around to your right and hit the groovy box. You'll hear the word "groovy" then press L to quickly make it to the main road again.

Unlock ? Boxes

This tip unlocks the "?" options box on 2 Player Battle Mode (use cheat mode to access). Head round the Coventry Cove course, just past one of the bridges, is a jump to the left, jump over in to a look-a-like-Stonehenge, next to one of the big stones, is another groovy box. This will unlock the "?" box in player 2 battle mode.

Unlock New Cars

To unlock variations of the New Beetle, such as the Racing Beetle, 4x4 Beetle and "Number 8," simply beat the Championship Mode on Novice and Advanced. Beat the following two difficulty modes for the two bonus cars.

View Mode

To activate the "View Mode" cheat on the cheat menu, go to Inferno Isle. in the area that looks like a village, on the right side of the road is a house with a flat-looking roof. Jump your beetle at an angle and land on the roof. Then go into reverse under options. you will be able to select Normal, Fisheye and Tunnel view modes.

Body Harvest

All Artifacts

Enter *ICHEAT* as a name. Then, press Up, C-Down, C-Right, Z, Up, Left during game play.

Black Adam

Enter *ICHEAT* as a name. Then, press C-Left, C-Right, A, C-Down, C-Right, Left during game play.

Dancer

Enter *ICHEAT* as your name. Then, press Down, Up, C-Up, Down, C-Right, C-Right during game play.

Find Hangar Key

To get the Hangar key perform the following: Get the TNT out of the tunnel and go to the big boulder. Blow it up. Then go straight until you get to the hill on the right. Go up the hill and go in the house on the top. Go inside and talk to the guy. He'll tell you if you that if you find the key you can have it. Go to the dresser and press A. You'll bang on it and it will open up to reveal the key.

Invincibility

To get invincibility press: A, C-Up, C-Down, B, L, R.

Kill Adam

Enter *ICHEAT* as a name. Then, press B, Left, C-Right, C-Right, Down during game play.

Restore Health and Fuel

Enter *ICHEAT* as a name. Then, press Down, Up, Right, A, B, Left, C-Right during game play.

Short Adam

Enter *ICHEAT* as a name. Then, press Down, C-Left, A, Right, Z



during game play.

Tall Adam

Enter **ICHEAT** as a name. Then, press B, A, C-Up, A, C-Up, A during game play.

Unlimited Dynamite in the First Level

In the first level there is a mountain with a chest of dynamite. As you use up your supply you can go back again and again to get more. The maximum you can get is three.

Weak Boss

Enter **ICHEAT** as your name. Then, press Z, C-Right, C-Right, B, Left, C-Right during game play.

Chameleon Twist 2

Different Background Pictures

When you beat the game you will be rewarded with new background pictures. To see them you need to save the game on an N64 controller pack after you beat Chameleon Twist 2. You will see

the new pictures when you reset the N64 or exit any option screen (training, options, etc.)

Get Chameleon Costumes

Play any level and get all 20 golden coins. After you beat the boss you will be rewarded with a chameleon costume. To change costumes:

1. Go to the level selection screen.
2. Press **START** to see a new option labelled **COSTUMES** alongside the **SAVE** and **EXIT** options.
3. Highlight the **COSTUMES** option, press the "A" button and select the desired costume of your choice.

Glover

Big Ball

Pause the game then press: C-Down, C-Down, C-Up, C-Down, C-Down, C-Left, C-Right, C-Down.

Control Ball

Press **START** while playing then press C-Left, C-Right, C-Left, C-

Right, C-Up, C-Down, C-Right, C-Right. You will now control the ball.

Death Spell

While playing, pause the game and press C-Up, C-Left, C-Left, C-Left, C-Left, C-Up, C-Right, C-Up. To cast it, press R while aiming at an enemy.

Find Checkpoints

Pause the game and press C-Down, C-Down, C-Right, C-Left, C-Up, C-Up, C-Down, C-Left.

Fish Eye

While playing press C-Left, C-Right, C-Left, C-Right, C-Left, C-Right, C-Left, C-Right.

Hercules Mode

To make Glover stronger, pause the game and press C-Down, C-Down, C-Down, C-Left, C-Left, C-Down, C-Right, C-Left.

Invisible Ball

While playing, pause the game and press C-Down, C-Down, C-Left, C-Left, C-Up, C-Up, C-Down, C-Up.

Level Select

While playing, pause the game and press C-Up, C-Right, C-Right, C-Down, C-Left, C-Down, C-Up, C-Right. Pause the game and press: C-Up, C-Up, C-Up, C-Up, C-Up, C-Right, C-Down, C-Right.

Play as Froggy

While playing, press Start and enter this code: C-Up, C-Right, C-Down, C-Right, C-Up, C-Left, C-Left, C-Up. You will turn into a frog and gain a life every time you eat a bug.

Speed Up Glover

While playing, pause the game and press C-Left, C-Left, C-Right, C-Up, C-Right, C-Left, C-Down, C-Down.

Summon the Ball

If you've lost the ball, pause the game and press C-Up, C-Left, C-Left, C-Up, C-Right, C-Left, C-Down, C-Up.

Turn Enemies Into Frogs

Pause the game then press C-Down, C-Left, C-Down, C-Down, C-Left, C-Down, C-Up, C-Left. To cast the spell, press R while pointing at an enemy.

Snowboard Kids 2

Play as Coach

To play as the coach, beat him in training mode. He's good at tricks.

Play as Mr. Dog

To play as Mr. Dog go to the Shot Cross and get a perfect score without missing one mailbox.

Super Smash Bros

Borrow a Life

When playing a team multiplayer match, if you are defeated, but your team mate still has 1 or more lives in stock. You can use one of his lives to get back in the action by pressing A+B+Z+Start. Be sure to ask for permission from your friend.

Change Outfits

You can change your characters' outfits by tapping the four C Buttons at the character select screen. Some costume changes are limited to colours, but characters like Pikachu are also available with a hat.

Get Mew in your Pokeballs

After you get all 4 secret characters you can find Mew in your Pokeballs! It takes a little bit of time, but you'll see one. If you have the Secret Item Menu, set it to all Pokeballs and it will be easier, or go to training mode. Mew has no apparent effect on the battle.

Item Menu in the Japanese Version

Go to Vs. Mode, pick any three computer players and your favourite character to play. Play the "stock" mode, and set the lives to 10. Change the computer handicaps to 5. Play, if you are the victor, to you go the spoils! Enter options under vs., then go to items switch. You can choose what items will show up and how often they do. Bob-ombs galore! Infinite hammers!

Kirby's Power Loss

Everybody knows that Kirby can swallow his opponents and take on some of their powers in this game, but what if you accidentally "ate" a character you didn't want and you wanted to pursue someone else? Simple: Just press the L Button to pull off Kirby's "Hello!" taunt and he will discard whatever power he took on.

Music Test

Complete Bonus 1 & 2 with all characters including secret ones and a "music test" option will be on the data screen.

Play as Captain Falcon

To play as Captain Falcon, simply beat the one-player game within 20 minutes without using a Continue.

Play as Jigglypuff

To play as Jigglypuff, beat the



game within 20 minutes.

Play as Luigi

To play as Luigi, pass the Bonus Practice 1 with at least 8 main characters. When Luigi challenges you, defeat him and he's yours.

Play as Ness (from Earthbound)

To play as Ness, beat the one-player mode with any character with 3 lives, on normal difficulty. You must beat the game without continuing.

Rotate Characters

You can rotate and view the characters from different angles by entering the character bio section and holding Z. You can use the analogue stick to move them around.

WCW Nitro

All Secret Characters

While at the screen where it says "Start" or "Options" press: C-Right, C-Right, C-Right, C-Right,

C-Left, C-Left, C-Left, C-Left, R, R, R, R, L, L, L, L, Z. If the code was entered correctly you will hear Macho Man say, "Oh Yeah".

Dancing Wrestlers

Press B + C-Left at any time while on the Disco stage to make your wrestlers do the Y.M.C.A.!

Wipeout 64

All Ships

To get all ships go to the Main Menu and press or hold the following buttons: Hold Z + L + R. Quickly press C-Down 4 times, C-Right once, C-Up once, and C-Left. If you entered the code correctly you will see the screen flash green once.

Cyclone

Beat the "Weapons" challenge with an overall rating of at least bronze to unlock the Cyclone weapons upgrade. All your attacks will now cause 100% more damage.

Hidden Track: Velocitar

Finish Wipeout 64's "Race" competition by getting at least "bronze", and you will be able to race on the hidden track, Velocitar.

Infinite Energy

Hold down Z, L, and R while playing and then press the following: C-up, C-Down, C-Left, C-Right, C-Up, C-Down, C-Left, C-Right.

Infinite Weapons

Hold Z, L, and R while playing and press the following: C-Down, C-Down, C-Left, C-Left, C-Right, C-Right, C-Up.

Piranha II Team

To earn the Piranha II team, get at least a bronze award on all six time trial challenges. This team is maxed out in every category and can use weapons.

Super-Combo Challenge

Beat all three challenges to unlock the Super-Combo Challenge. This mode combines different objectives for much more challenging tasks.



1080 Snowboarding

Issue #5 • Racing • ↑↑ • Nintendo • Rumble • \$99.95 **Overall 9**

• One of the best, if not the best, racing/sports games on the N64. Incredibly realistic graphics make this game a dream to look at and it handles just like you'd expect a real snowboard to feel. A definite purchase, even for those who don't like the sport.

Airboarders

Reviewed issue #06
Racing/Sports • ↑↑ **Overall 6.5**
Nintendo • No Rumble • \$79.95

• The idea of scooting around on hover boards is great but dull gameplay makes this a poor purchase.

All Star Baseball '99

Reviewed issue #05
Baseball • ↑↑↑↑ **Overall 9**
Acclaim • Rumble • \$99.95

• A brilliant baseball game that is nearly as good as the sequel, so grab it if you see it going cheap.

All Star Baseball 2000



Reviewed issue #16
Baseball • ↑↑↑↑ **Overall 9**
Acclaim • Rumble • \$99.95

• This is probably the best sports game on the N64. Incredible visuals, detailed options, near-perfect gameplay and the new replay mode make this a great experience. Let's play ball.



Banjo-Kazooie

Issue #07 • Nintendo • ↑ • Rumble • \$79.99 **Overall 9**

• One of the best looking games on the N64 also happens to be one of the most fun-filled ones as well. Huge, beautiful 3D worlds are full of simple and complex tasks that will see players glued to this game for weeks on end. Not quite as polished as Mario 64, but more varied and just as enjoyable.

All Star Tennis



Reviewed issue #12
Sports • ↑↑↑↑ **Overall 6.5**
Ubi Soft • Rumble • \$99.95

• The N64's first tennis game can only be seen as a letdown. Some nice ball physics and reasonable gameplay are let down by poor, visuals and dodgy collision detection. Spend your money on a tennis racquet and play the real thing.

Automobili Lamborghini

Reviewed issue #01
Racing • ↑↑↑↑ **Overall 8**
Activision • Rumble • \$99.95

• Slick visuals and atmospheric tracks give this racer an impressive look. Although, the gameplay is solid, twitchy controls and a lack of real speed prevent this from being a great game.

BattleTanx



Reviewed issue #15
Simulation • ↑↑↑↑ **Overall 7.5**
3DO • Rumble • \$99.95

• You have to take control of a variety of high-powered tanks as you attempt to crush the opposition. The action in the single player game is very repetitive and will not entertain for long. There is, however, a lot of enjoyment to be had from the multiplayer tank battles.

Bio Freaks



Reviewed issue #06
Fighting • ↑↑ **Overall 7**
GT Interactive • No Rumble • \$99.95

• One of the most violent and bloodthirsty game on any console, Bio Freaks is a nice mix of air and land-based 3D fighting. The game's good combo engine is overshadowed by cheap moves but the bloodthirsty will find some fun here.



Beetle Adventure Racing

Issue #15 • Electronic Arts • 4 • Rumble • \$79.99 **Overall 9**

• That's right boys and girls. There's a new best racer in town and its name is Beetle Adventure Racing. Sure it may lack the high performance cars thrashing around your standard tracks, but it does however have a lot of a small word called "fun". This game is tremendously enjoyable because it offers tracks with plenty of ingenious short-cuts and a brilliant multiplayer mode. It's everything the Rush games should have been.

Body Harvest



Reviewed issue #09
3D Shooter • ↑ **Overall 7.5**
Gremlin • Rumble • \$99.95

• You take charge of a time travelling hero who's out to stop aliens that plan to devour the entire human race. You also get to control over 60 different vehicles in this fully 3D shooting fest. Nice ideas are somewhat ruined by the game's sloppy 3D engine. Still, the nice game ideas and sheer size of the 3D worlds make it worth a look.

Bomberman Hero

Reviewed issue #09
3D Platform • ↑ **Overall 4**
GT Interactive • Rumble • \$59.95

• Bomberman's famous multi-player mode has been removed in favour of this incredibly dull platforming action. Steer clear.

Buck Bumble



Reviewed issue #09
3D Shooter • ↑↑ **Overall 8**

California Speed



Reviewed issue #15
Racing • ↑↑ **Overall 7**

GT Interactive • Rumble • \$99.95
• What do you get when you take the San Francisco Rush games and put them in a variety of outlandish courses based around famous locations in California? You get a pretty dull game. California Speed makes you realise how much the Rush games needed their spectacular jumps and short-cuts to maintain your interest. This game excels at nothing other than mediocrity.

Carmageddon 64



Reviewed issue #16
Racing • ↑↑↑↑ **Overall 8.5**
Ozisoft • Rumble • \$99.95



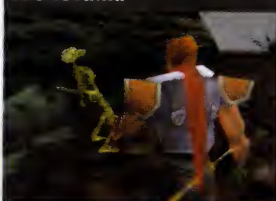
Diddy Kong Racing

Issue 1 • Racing • ♦♦♦♦ • Nintendo • Rumble • \$79.95 **Overall 9**

• DKR's single player game surpasses Mario Kart's in every way but, unfortunately, the multiplayer mode doesn't offer anywhere near as much fun. A great driving game with a huge adventure mode that boasts tons of tracks, hidden characters and secrets, plus it packs such a challenge that it will have you playing for weeks. An excellent game from Rare.

There's some great fun to be had making messy roadkill of the various zombies and some of the weapons are a laugh but the novelty value does tend to wear off quickly.

Castlevania



Reviewed issue #14
3D Platform • ♦ **Overall 8.5**

GT Interactive • Rumble • \$99.95
• Konami have updated their classic 2D platforming gameplay by introducing an epic quest and a sprawling 3D world to explore. The gameplay is similar to Mario and Zelda, but with more emphasis on fighting hordes of enemies than collecting bonuses.

Chameleon Twist 2



Reviewed issue #15
3D Platform • ♦ **Overall 5**

Playcorp • Rumble • \$99.95
• Hmmmm. How can I put this nicely? Chameleon Twist 2 is gameplay-challenged. This game is better than Duel

Strike series, Chopper Attack features good 'shoot 'em up gameplay', but lacks anything really exciting.

College Hoops

Reviewed issue #13
Basketball • ♦♦♦♦ **Overall 2**

Nintendo • No Rumble • \$99.95
• The players look pathetic, the game's action moves at a slower pace than any sports game we've ever seen, and the gameplay is atrocious. If you want a basketball game, pick one of the N64's 3D platformers at random and it will be better than College Hoops.

Crusin' World



Reviewed issue #08
Fighting • ♦♦♦♦ **Overall 7**

Nintendo • Rumble • \$79.95
• A much better driving game than the original Crusin' USA in every way. Smoother graphics, better gameplay and more tracks... Still, the game is a bit of a bore in single player mode.

Dual Heroes

Reviewed issue #05
Fighting • ♦♦ **Overall 2**

Nintendo • No Rumble • \$59.95
• This game hasn't been given

the title of worst Nintendo game ever for nothing. Ugly textures, horrid character design and earplug inducing sounds are some of the main reasons. Yuk!

Extreme G 2



Reviewed issue #10
Racing • ♦♦♦♦ **Overall 7.5**

Acclaim • Rumble • \$99.95
• As a racing game Extreme G 2 is beaten by Wipeout and F-Zero X in every single aspect. Graphics, gameplay and sound are inferior, but there's some appeal to be found for fans.

F-Zero X



Reviewed issue #08
Racing • ♦♦♦♦ **Overall 9**

Nintendo • Rumble • \$99.95
• Fast, furious gameplay combined with the smoothest visuals in any racing game on the N64 (60 frames per second) make this one hell of a ride. Plenty of interesting tracks, a brilliant multiplayer mode and incredible speed make this a highly recommended game.

FIFA '99



Reviewed issue #13
Soccer • ♦♦♦♦ **Overall 9**

Electronic Arts • Rumble • \$99.95
• Finally EA have managed to make an almost perfect soccer game for the N64. Beautiful high resolution graphics, smooth control, a huge list of options and excellent sound make FIFA '99 the best soccer game for the N64.

FIFA: Road to World Cup '98

Reviewed issue #08
Soccer • ♦♦♦♦ **Overall 8**
Electronic Arts • No Rumble • \$99.95
• A quality soccer game but you're better off with the sequel.

Fighters Destiny



Reviewed issue #02
Fighting • ♦♦ **Overall 8**

Roadshow • Rumble • \$99.95
• The game offers plenty of hand-to-hand fighting action but lacks any flashy moves. Only consider it if you already have MK4, Mace and Bio Frenks and want some more.

Forsaken



Reviewed issue #04
3D Shooter • ♦♦♦♦ **Overall 8**

Acclaim • Rumble • \$99.95
• Forsaken is an enjoyable blast fest that takes you through a robot-controlled future. However, the gameplay doesn't compete with the likes of Goldeneye and Turok 2.

GASP

Reviewed issue #09
Fighting • ♦♦ **Overall 2**
GT Interactive • No Rumble • \$99.95
• Strong competition for Dual Heroes' title as the worst game on the N64.

Gex



Reviewed issue #09
3D Platform • ♦ **Overall 8**

GT Interactive • No Rumble • \$99.95
• In the land of Marios and Banjos, Gex doesn't really size up. 3D graphics that can only be labelled as ordinary, and fairly monotonous gameplay make this one for fans of platformers only.

Glover



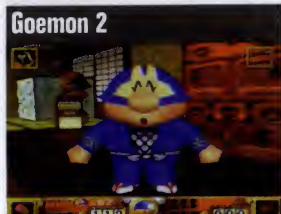
Reviewed issue #11

3D Platform • ↑ **Overall 8**

Nintendo • No Rumble • \$99.95

• The aim of this original platformer game is to collect magic balls in each level, then use the glove's various tricks to make your way to the exit. The game is often so difficult that it frustrates but patient gamers will like it.

Goemon 2



Reviewed issue #15

Platform • ↑↑ **Overall 8**

GT Interactive • Rumble • \$99.95

• Konami have returned to their roots by translating the latest Goemon adventure into a 2D scrolling platformer, rather than the 3D epic that they used for the first N64 version. Its platforming action won't appeal to players brought up on a diet of mind-blowing 3D extravaganzas but fans of the original Goemon games will love it.

Golden Nugget



Reviewed issue #13

Gambling • ↑↑↑↑ **Overall 3**

Electronic Arts • No Rumble • \$99.95

• A gambling game where you can't win any money? Yeah, I'd spend \$100 on that - NOT!

Holy Magic Century



Reviewed issue #09

RPG • ↑ **Overall 5**

GT Interactive • Rumble • \$99.95

• Simple combat, a story that lacks interest and the potentially impressive 3D engine is spoilt by glitches and annoying faults. Holy Magic Century will only please die-hard RPG fans (who are easily satisfied).

Int. Superstar Soccer '98

Reviewed issue #08

Soccer • ↑↑↑↑ **Overall 9**

GT Interactive • Rumble • \$79.95



Goldeneye

#1 • Shooter • 1-4 • Nintendo • Rumble • \$49.95 **Overall 9.5**

• The classic 1st-person Shooter that started all the excitement. Mission Impossible and Turok 2 have tried with some success to capture its brilliance but after the dust settles, the truth is: this is still the best action game on the N64. Covert spy techniques and sneaky Bond gadgets draw you into the most enjoyable gaming experience ever. An essential purchase for anyone with two hands.

• Not as great an upgrade as many people may have wanted. It's not as good as FIFA '99 but features like Team Edit provide some interest.

Ken Griffey's Baseball

Reviewed issue #08

Baseball • ↑↑↑↑ **Overall 6**

Nintendo • Rumble • \$79.95

• Not a bad game, it's just that it doesn't compete with Acclaim's and EA's baseball games.

Knife Edge



Reviewed issue #11

Shooter • ↑↑↑↑ **Overall 3**

Acclaim • Rumble • \$99.95

• The N64's first gun game is a huge disappointment. The game features incredibly dull point-and-click action. To top it off, there isn't even a gun available yet, which makes this game about as useful as a plot in a Sylvester Stallone movie.

Kobe Bryant's NBA

Reviewed issue #05

3D Basketball • ↑↑ **Overall 8**

Nintendo • Rumble • \$99.95

• Not really recommended because NBA Jam '99 and NBA Live '99 are so much better.

Lode Runner 3D



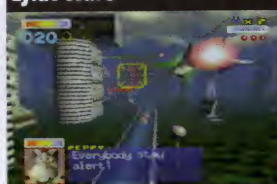
Reviewed issue #16

Puzzle • ↑↑↑↑ **Overall 7**

Ozisoft • Rumble • \$99.95

• I can't say that there's anything too exciting here but the game does retain some of the addictive gameplay of the computer classic.

Lylat Wars



Reviewed issue #01

3D shoot 'em up • ↑↑↑↑ **Overall 9**

Nintendo • Rumble • \$99.95

• The graphics are slick, there is a good variety of vehicles and levels to keep you interested and the multiplayer mode is quite enjoyable.

Mace: The Dark Age



Reviewed issue #01

3D Fighter • ↑↑ **Overall 8**

GT Interactive • No Rumble • \$99.95

• As an excellent conversion of the arcade game, Mace has some great looking characters and backgrounds. The combo system is a little lacking but the gore in the game more than makes up for it.

Madden '99



Reviewed issue #10

American Football • ↑↑ **Overall 8**

Electronic Arts • Rumble • \$99.95

• The latest game in the Madden series has added a number of improvements to the franchise. The graphics are not on par with Quarterback Club but the detail and range of options is impressive.

Magical Tetris Challenge



Reviewed issue #14

Puzzle • ↑↑ **Overall 8**

Capcom • Rumble • \$99.95

• Capcom have thrown in the Disney cast to make it appear

to be something new but it's still just a game of Tetris. It's definitely an addictive puzzler but most people have already played it to death.

Mario Party



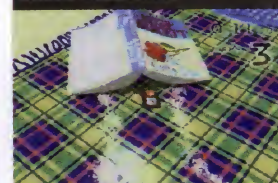
Reviewed issue #14

3D Boardgame • ↑↑↑↑ **Overall 7.5**

Nintendo • Rumble • \$99.95

• Mario Party allows up to four players to compete in a series of mini-games where you can test your skill at things like puzzle solving, racing, white-water rafting, fishing and even dancing. It's good fun when you have a group of friends around but as a single player game it lacks any lasting appeal.

Micro Machines



Reviewed issue #14

Racing • ↑↑↑↑↑↑↑↑ **Overall 8**

Sega Ozisoft • Rumble • \$99.95

• The overhead viewpoint gives the game an unusual style but it can be a lot of fun. The single player game is quite lacking but



Mario Kart 64

#1 • Racing • ↑↑↑↑ • Nintendo • No Rumble • \$49.95 **Overall 9**

• This oldie is still a damn goodie as far as gaming fun on the N64 is concerned. The single player racing action is a little shallow, but plug in the extra pads and few other games on the N64 shine as much as Mario Kart in terms of multiplayer fun. At \$49.95, if you don't have this game you should be taken out and beaten!

with a bunch of friends this game is up there with the best.



Milo's Astro Lanes
Reviewed issue #13
Bowling • ↑↑↑↑ **Overall 7.5**
Nintendo • Rumble • \$99.95
• Woo Hoo! A bowling game finally arrives on the N64. This is the game we've all been waiting for - Not!



Mission Impossible
Reviewed issue #08
3D Shooter • ↑ **Overall 7.5**
Nintendo • No Rumble • \$99.95
• Super-spy game that borrows ideas from Goldeneye and adds some good ones of its own. A lot of variety in its missions, but MI just doesn't sit together as well as Goldeneye in its single player game and it lacks any multiplayer modes.



Monaco Racing GP 2
Reviewed Issue #14
Racing • ↑↑ **Overall 8**
Ubi Soft • No Rumble • \$99.95
• Ubi Soft have created a slick arcade-style experience with Monaco 2. The gameplay lacks some of the detailed realism of F1 World GP but the control is very smooth.



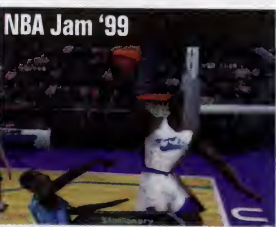
Mortal Kombat 4
Reviewed issue #07
Fighting • ↑↑ **Overall 8.5**
GT Interactive • Rumble • \$99.95
• MK4 turns out to be easily the best in its series and arguably the best fighting game on the N64.



NFL Quarterback Club '99 **Overall 9**
Issue #09 • Football • ↑↑↑↑ • Acclaim • Rumble • \$99.95
• Edging Madden aside as the Ultimate NFL game, Quarterback '99 has it all. Hi-res visuals at smooth frame-rates, excellent commentary and top-notch gameplay.



NASCAR '99
Reviewed issue #09
Racing • ↑↑ **Overall 6.5**
Electronic Arts • Rumble • \$99.95
• Constantly racing around identical oval tracks. Staying awake while playing this game is the greatest challenge.



NBA Jam '99
Reviewed issue #10
3D Basketball • ↑↑ **Overall 8**
Roadshow • Rumble • \$99.95
• Fans of the original NBA Jam series should be warned that Jam '99 has moved away from insane stunts and is now a more realistic basketball game. Still, the game is highly enjoyable.



NBA Live '99
Reviewed issue #11
3D Basketball • ↑↑↑↑ **Overall 8.5**
Electronic Arts • Rumble • \$99.95
• EA are getting into high

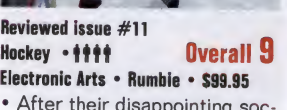
gear now. NBA Live '99 is their latest and possibly greatest effort. The game combines the realism of a detailed simulation, with the thrills and spills of arcade gameplay, so that everyone gets what they want.



NBA Pro '99
Reviewed issue #16
3D Basketball • ↑↑↑↑ **Overall 6.5**
GT Interactive • Rumble • \$99.95
It's a bit better than last year's effort but it's no competition for the better basketball games.



NFL Blitz
Reviewed issue #11
Football • ↑↑ **Overall 8.5**
GT Interactive • Rumble • \$99.95
• This is basically the NBA Jam of American football games, NFL Blitz is a fast, furious game that will appeal to those who find most NFL games too complex to get involved with.



Reviewed issue #11
Hockey • ↑↑↑↑ **Overall 9**
Electronic Arts • Rumble • \$99.95
• After their disappointing soc-

cer titles, EA have made a much better effort on their first hockey game. In fact this is easily the best hockey game on the N64. It has all the options and plays you could ever hope for, plus the game-play is perfect.



NHL Breakaway '99
Reviewed issue #13
3D Hockey • ↑↑↑↑ **Overall 6**
Acclaim • Rumble • \$99.95
• Anyone who has NHL Breakaway '98 may want to purchase this game if all they are after is some new box art. In a game that totally goes against Iguana's usual standard, NHL Breakaway '99 is basically a carbon copy of last year's efforts.



NHL Pro '99
Reviewed issue #16
Hockey • ↑↑↑↑ **Overall 6.5**

GT Interactive • Rumble • \$99.95
The game's arcade feel will please some but I'd recommend buying a second copy of NHL '99 before you buy this, because one might get stolen.



Nightmare Creatures
Reviewed issue #12
Beat 'em up • ↑↑ **Overall 6.5**
Kalisto • No Rumble • \$99.95
• The first 3D scrolling beat 'em up on the N64 does have its merits in terms of game-play and graphics. The problem is that it lacks a two player mode and the single player quest involves mostly button bashing, which gets boring quickly.



Off Road Challenge
Reviewed issue #07
Racing • ↑↑ **Overall 5.5**
GT Interactive • Rumble • \$99.95



Super Mario 64 **Overall 10**
Issue #01 • 3D Platform • ↑ • Nintendo • No Rumble • \$49.95
• I've said it before and I'll say it again: Super Mario 64 is the best game on the N64. Incredible level design that'll stun you at every moment, great catchy music and 15 huge, awesome worlds make Mario the ultimate 3D platform game. It's even better value now because the game is only \$49.95!

Possibly the worst driving game on the N64. Run for your life.

Penny Racers



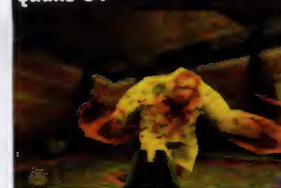
Reviewed issue #12
Driving • ↑↑↑↑ **Overall 7**
GT Interactive • Rumble • \$99.95
• Penny Racers comes off as a real Mario Kart rip off, but it still has some good points that make it worth a look. The ability to build your car up and to create and save your own tracks ensures that the game has some appeal.

Pilotwings 64



Reviewed issue #01
Flight Sim • ↑ **Overall 8.5**
Nintendo • No Rumble • \$99.95
• Plays and looks just like the real thing, and provides you with a great sense of immersion. You'll spend plenty of time exploring the huge maps and discovering all manner of secrets as you complete the missions.

Quake 64



Reviewed issue #03
Shooter • ↑↑ **Overall 8**
GT Interactive • Rumble • \$99.95
• The monster PC hit arrives on the N64, graphically dull, but still a highly playable conversion. It's long, hard and addictive, so you'll be stuck at it for weeks until you have fragg'd every monster. Unfortunately the multiplayer deathmatch bites hard.

Rakuga Kids



Reviewed issue #11
Fighting • ↑↑ **Overall 8**
GT Interactive • Rumble • \$99.95
• Rakuga Kids never pretends to be a serious fighter. The characters are a bizarre bunch of cartoon creations but there's decent fighting action underneath its cute exterior.

Rampage 2: Universal Tour



Reviewed issue #16
Action • ↑↑↑↑ **Overall 5.5**
GT Interactive • Rumble • \$99.95
• I can't think of anything positive to say about this dated game. So I won't.

Rogue Squadron



Reviewed issue #12
Shoot 'em up • ↑ **Overall 8.5**
Nintendo • Rumble • \$99.95
• Smooth visuals that look awesome with the 4Mb ram pak, great shoot 'em up gameplay with plenty of different missions and the chance to be Luke Skywalker for a day, round out one of the best games for the N64 in 1998. Lack of a multiplayer mode is a bummer though.

Rush 2 Extreme Racing



Reviewed issue #13
Racing • ↑↑ **Overall 8.5**
GT Interactive • Rumble • \$99.95
• Rush 2 is another highly enjoyable mixture of racing action and insane jumps. Rush 2 emphasises 'arcade' action with plenty of stunts and short-cuts. It's multiplayer mode is awesome fun in both the stunt and normal racing modes. Don't expect serious racing though.

San Francisco Rush

Reviewed issue #01
Racing • ↑↑ **Overall 7.5**
GT Interactive • Rumble • \$99.95

Not as slick as the sequel and lacks the stunt mode.

SCARS



Reviewed issue #10
3D Shooting • ↑↑↑↑ **Overall 7.5**
Ubi Soft • Rumble • \$99.95
• S.C.A.R.S.'s biggest asset is its multiplayer mode. Four players screaming around the tracks blasting the crap out of each other is really quite fun. The problem is that the single-player game is a bit of a disappointment.

Shadows of the Empire

Reviewed issue #01
3D Shooter • ↑ **Overall 6**
Nintendo • No Rumble • \$79.95
The game offers a mixture of genres that provides some enjoyment but when you think about how much better this game could have been, you'll cry.

Smash Bros

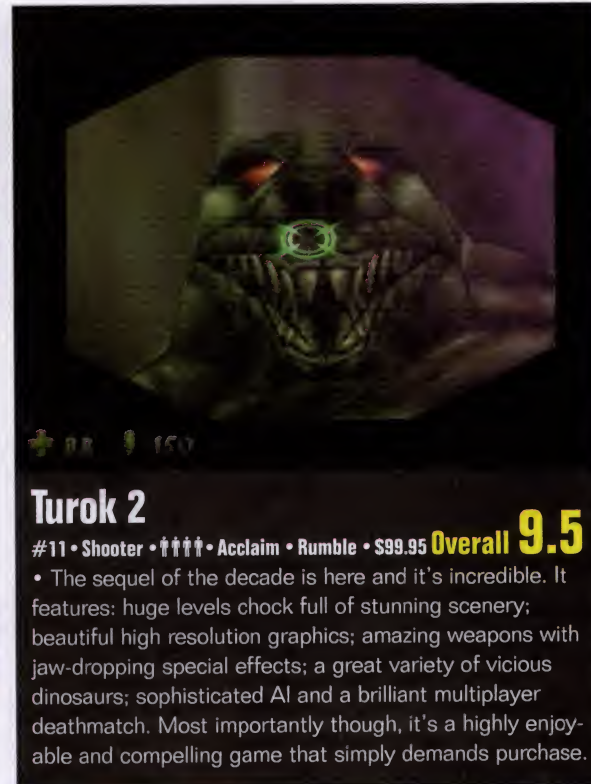


Reviewed issue #15
Fighting • ↑↑↑↑ **Overall 8.5**
Nintendo • Rumble • \$99.95
• Mario, Link, Yoshi and Donkey Kong all in the one game: what more could you want? Lastability is, unfortunately, the answer. Jumping into a four-way brawl with your friends can be immense fun in the short-term, but the game lacks the long-term appeal of Nintendo's other classic multiplayer games. Don't even ask me about the single player game. Smash Bros is worth checking out for people looking for a new multiplayer game but forget about expecting anything more.

Snowboard Kids 2



Reviewed issue #15
Racing • ↑↑↑↑ **Overall 7**
Nintendo • Rumble • \$99.95



Turok 2

#11 • Shooter • ↑↑↑↑ • Acclaim • Rumble • \$99.95 Overall 9.5
• The sequel of the decade is here and it's incredible. It features: huge levels chock full of stunning scenery; beautiful high resolution graphics; amazing weapons with jaw-dropping special effects; a great variety of vicious dinosaurs; sophisticated AI and a brilliant multiplayer deathmatch. Most importantly though, it's a highly enjoyable and compelling game that simply demands purchase.

• The first Snowboard Kids was a fun game. It came out during the N64's infancy when it was struggling to gain a collection of quality titles. A year later, things are very different.

South Park



Reviewed issue #13
Shooter • ↑↑↑↑ **Overall 7.5**
Acclaim • Rumble • \$99.95
• The N64 adaption of South Park is a 1st Person Shooter similar to Turok 2, but with a twisted sense of humour. The creators of the TV show have provided a lot of original speech for the game that's genuinely funny. Unfortunately, the game can only be recommended to die hard fans of the cartoon because the gameplay is repetitive and gets boring quite quickly.

Spacestation Silicon Valley



Reviewed issue #11
3D Platform • ↑ **Overall 9**
Directsoft • Rumble • \$99.95

• This game won't stun you with its graphics but its original and addictive gameplay will grab you. Taking control of a little microchip that wanders around a huge spacestation, you must complete tricky puzzles by taking control of over fifty different animals in a range of environments.

Starshot



Reviewed issue #10
3D Shooter • ↑ **Overall 7**
Ozisoft • No Rumble • \$79.95
• The game has some imaginative ideas but a low frame-rate, awkward camera angles and some really unforgiving gameplay make this game a frustrating experience.

Top Gear Overdrive



Reviewed issue #12
Racing • ↑↑↑↑ **Overall 8**
Nintendo • Rumble • \$99.95
• As a sequel to Top Gear Rally, TGO sadly retains many of the

original's faults (twitchy control). On the positive side, though, the game has a large number of tracks that are beautifully drawn at smooth frame rates.

Top Gear Rally



Reviewed issue #01
Racing • ↑↑ **Overall 8.5**

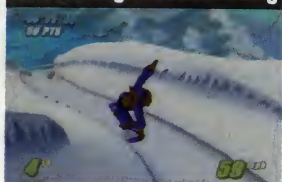
Nintendo • Rumble • \$79.95
• TGR's graphics are some of the best on the system for a racing game, with gameplay that realistically recreates rally driving on the N64. Troubles do arise with the car's control later in the game when you get a hold of faster cars, but it's still easily one of the best rally games on any system.

Turok Dinosaur Hunter

Reviewed issue #01
3D Shooter • ↑ **Overall 8.5**

Acclaim • No Rumble • \$99.95
A great 1st-person shooter that offers incredible weapons and a huge quest filled with bionic dinosaurs.

Twisted Edge Snowboarding



Reviewed issue #14
Snowboarding • ↑↑ **Overall 6.5**

Playcorp • Rumble • \$99.95
• Nintendo showed us how snowboarding games should be done with 1080 and Boss Game Studios show us how they shouldn't be done with Twisted Edge.

V-Rally



Reviewed issue #10
Racing • ↑↑ **Overall 8**

Nintendo • Rumble • \$99.95
• V-Rally will be a wet dream come true for hard-core rally fans. The game provides players with a staggering amount of tracks that take you all over the world and it has a realistic



WWF Warzone

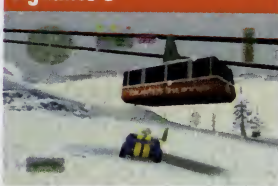
#6 • Wrestling • ↑↑↑↑ **Overall 9**

• Incredible hi-res visuals, a huge amount of options and game modes, excellent sound effects and music, plus the game's brilliant character creation options make this a game that will even appeal to those who don't really like wrestling. Players should be warned that the game's control method is more complex than WCW/NWO's and may put off some people.

driving engine. This realism does, however, result in a frustrating experience that will put a lot of people off.

the rest of us, about 99% I'd be guessing, will just laugh.

Vigilante 8



Reviewed issue #16
Racing • ↑↑↑↑ **Overall 8**

Activision • Rumble • \$99.95
This game provides you with a lot of different vehicles, all packed full of weapons, to thrash around in. There's a decent multiplayer mode here and objectives spice up the single player game. Not brilliant but enjoyable.

Virtual Pool



Reviewed issue #14
Pool • ↑↑↑↑ **Overall 7.5**

Interplay • No Rumble • \$99.95
• There isn't a lot to say about this game. Gamers who are dying for a great pool simulation can rest happy because this one is the best I've ever seen. But

Wallaee Golf

Reviewed issue #08
Golf • ↑↑↑↑ **Overall 6**

Nintendo • No Rumble • \$79.95
• A rather nice, playable golf game hidden under some ugly 2 Dimensional 'cardboard cut-out' scenery but only one course with 18 holes means that it will test even the greatest golf lover's attention span.

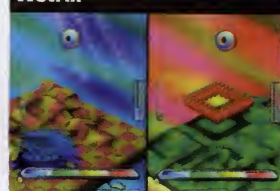
Wave Race 64



Reviewed issue #01
Jet Ski Racing • ↑↑ **Overall 9**

Nintendo • No Rumble • \$99.95
• Wave Race has some of the nicest effects and most realistic controls in any racer on the N64. The water effects will stop you in your tracks and make you gasp, as will the courses, the way the jet ski handles and the attention to detail in the game is brilliant.

Wetrix



Reviewed issue #04
Puzzle • ↑↑ **Overall 8**

Roadshow • No Rumble • \$99.95

• A great idea and spin off of the old 'Tetris' theme make this a well balanced puzzle game.

Wrecking Balls

Reviewed issue #07
Puzzle • ↑↑↑↑ **Overall 6.5**

Acclaim • Rumble • \$99.95
A decidedly lame puzzle game.

WipeOut



Reviewed issue #09
Racing • ↑↑↑↑ **Overall 8.5**

Playcorp • Rumble • \$99.95
• WipeOut has fast, furious gameplay with crafts that travel at insane speed and wield awesome weapons.

Yoshi's Story



Reviewed issue #03
2D Platform • ↑ **Overall 8.5**

Nintendo • No Rumble • \$99.95
• Dynamic and highly impressive 2D visuals hide a severe lack of length and challenge in this game.

WCW Nitro



Reviewed issue #14
Wrestling • ↑↑↑↑ **Overall 4**

GT Interactive • Rumble • \$99.95
• The control of the wrestlers is unresponsive and the graphics are shoddy. The fact that it's a conversion of Playstation title pretty much explains it.

WCW v. NWO Revenge



Reviewed issue #11
Wrestling • ↑↑↑↑ **Overall 8.5**

GT Interactive • Rumble • \$99.95
• Everything has been improved for this sequel. The characters have incredible animations and look much beefier. There are over 60 different wrestlers, there's also a character creation mode and the four player wrestle fest is heaps of fun. The original was so good though that it may not be worth the money to upgrade.



Zelda 64

#12 • RPG • ↑ • Nintendo • Rumble • \$99.95 **Overall 9.5**

• The most anticipated game of all time finally hits the N64. Zelda has an absolutely enormous quest that draws the player into a complex plot about a young boy trying to defeat an evil sorcerer. Stunningly realistic graphics and perfectly balanced gameplay will have players mesmerized for months as they conquer every dungeon and explore every corner of its amazing world.

WALKTHROUGHS • TIPS • CHEATS • HINTS

playguide

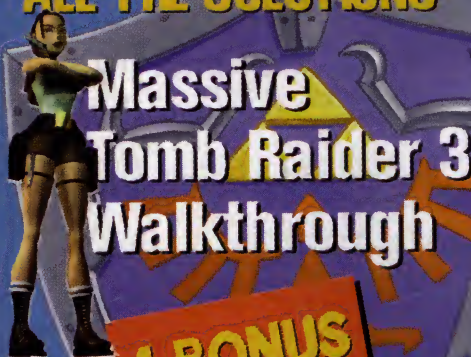
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Castlevania™

Killer outfit!

Too bad the night life sucks.

"...an equal match in graphics and in gameplay to the much anticipated Zelda 64 from Nintendo."

—Nintendo.com

Get geared up for the **bloodiest** vampire battles ever. In Castlevania's 12th incarnation, you enter a tangled, trap-filled castle populated by the **evil** Count and his **minions**. Go as one of two **fearless** fighters of your choice, equipped with **rock-ass** weaponry. But be **warned**, while you can dress to **kill**. If you lack the skill — your night is really gonna suck.



GT Interactive Software
Nintendo 64

MA15+
MEDIUM LEVEL
ARMED VIOLENCE

NINTENDO 64

KONAMI

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